

FINAL FANTASY
MYSTIC QUEST



STRATEGY GUIDEBOOK

THE EPIC JOURNEY TO SAVE THE CRYSTALS OF THE EARTH

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Now that you've finished Mystic Quest you're searching frantically for another out of body experience, right? In fact, the thought of an even longer and weirder RPG is probably making you sweat! Relax! Just jog down to your favorite retailer and pick up our award-winning SUPER NES™ title, "Final Fantasy II™." Once you've played it, you'll be bringing home Legend II, and Adventure for Game Boy®! But make sure you've fed the dog and locked the doors, because when you start a Final Fantasy epic, "It ain't over 'till it's over!"



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FINAL FANTASY MYSTIC QUEST



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SAVE THE CRYSTALS &

LEAD THE WORLD TO PEACE!

Mystic Quest™ is a role-playing game which asks you to do 2 things: to protect the vital Crystals of the Earth, and to destroy the enemy which threatens these Crystals. There are a total of 4 Crystals of the Earth: the Crystal of Water, the Crystal of Fire, the Crystal of Earth, and the Crystal of Wind. The Dark King's henchmen have stolen the Crystals, and the King is using the power of the Crystals to do vile deeds. And guess what? You are the only one who can save the World...

Now, as you make your way through the adventure, there are many important points to keep in mind. First, you will meet many people along the way, in towns and other places. Be patient, and talk to them all. By piecing together all their bits of information you will have no problem discovering where to go next. You might be stuck if you miss out on even one conversation. Even worse, you might not hear about a helpful or powerful item!

Next bit of advice: Always take time to open every chest you find along the way, especially the red and gold Treasure Chests. These brightly colored Treasure Chests often contain items you absolutely need to advance through the game. Even though they might be protected by fierce monsters, find and open them all!

Required Reading: Make certain you've read your manual, and mastered the various menu commands and functions. You might be surprised at what we've packed into this game! The more you've mastered the use of Items, Weapons and so forth, the more fun you'll have beating the game.

Finally, we hope you will put this strategy guide to good use! We've packed it full of information to help you get the most enjoyment from your adventure. The book is divided into 5 chapters, one for each of the 4 Crystals of Earth, plus a final chapter on the Crystal of Light. You can follow along, scene by scene, to make sure you're not missing any important treasure, and to help you through caverns and dungeons. You'll also have instant access to information on the special properties, and uses of newly discovered treasure.

Enough talk! It's time to prepare yourself for the quest. You're beginning a one-way journey which can only end at the Dark King's doorstep. Prepared? Remember: Never let a monster get you down, always stand ready to help a friend, and keep a sharp lookout for treasure! Good luck.



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STAFF

STORY

Chihiro Fujioka

DIRECTION

Kouzi Ide

MONSTER DESIGN

Masanori "Jun" Morita

MAP DESIGN

Hideshi Kyohnen

TRANSLATION & STORYLINE

Yoshi Maekawa

Ted Woolsey

MAIN & BATTLE PROGRAM

Shingo Tanaka

FIELD PROGRAM

Kiyotaka Goto

Kazuhiko Yoshioka

SYSTEM PROGRAM

Itikiti

SOUND PROGRAM

Minoru Akao

MAP GRAPHICS

Picasso Kabe

MONSTER GRAPHICS

Yuki "HM" Yasuda

ANIMATION

Toshiyuki Momose

MAP CHARACTERS

M. Shimoji

SOUND COMPOSER

R. Sasai

Y. Kawakami

SPECIAL THANKS TO:

T. Fujii

Carol Moriyama

Kats A. Tayama

H. Yukitake

K. Adachi

K. Kokubo

H. Minaba

K. Beloit

C. Budd

K. Kreider

K. Kirchner

V. Mayhew

M. Ridley

R. Silveira

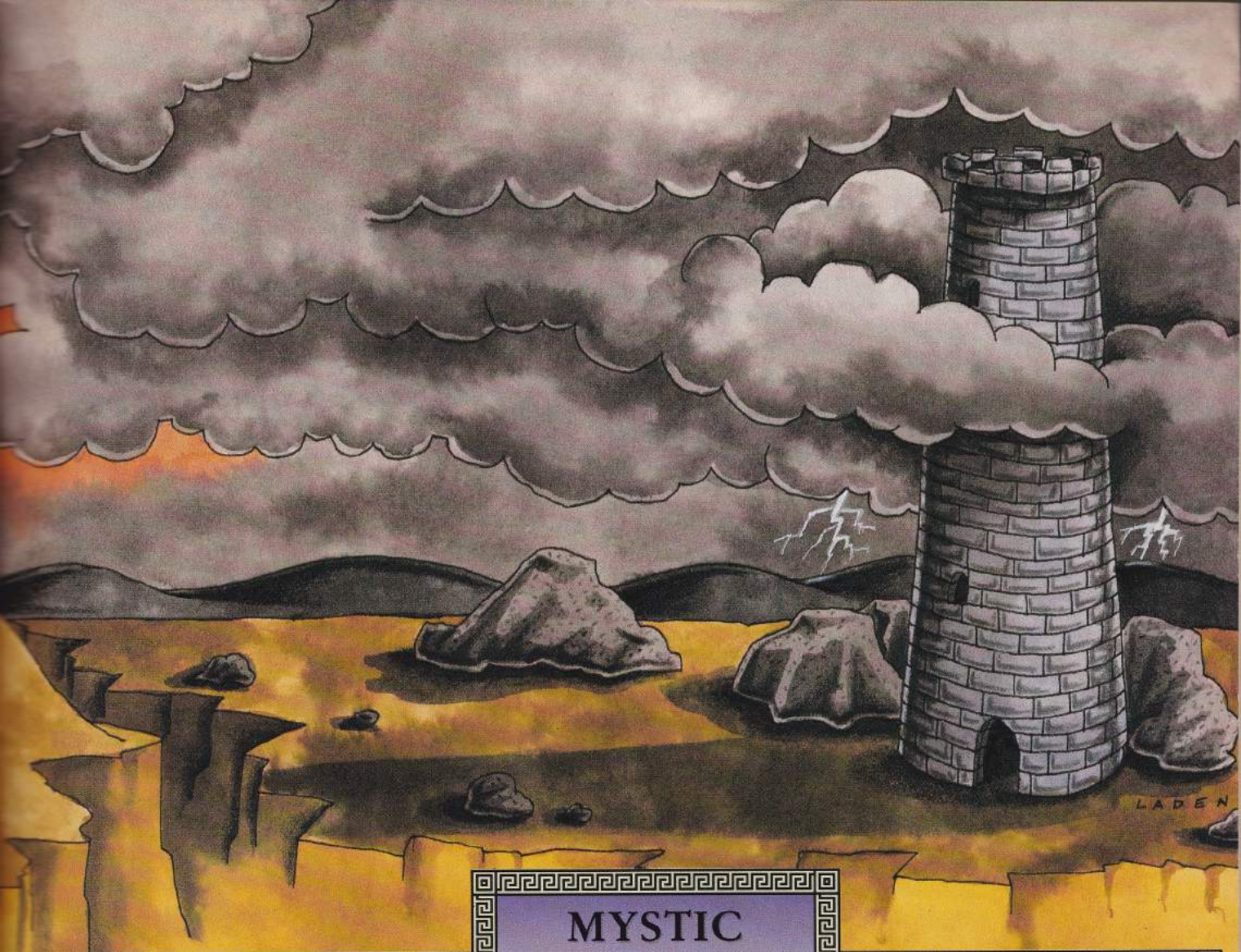
H. Suzuki

N. Williams

J. Yanagihara

T. Nomura





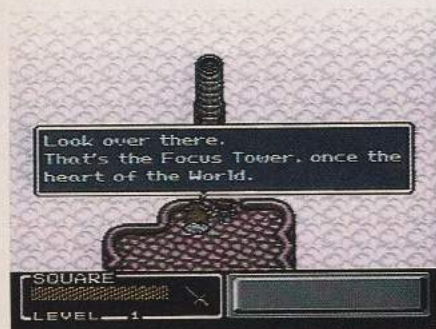
MYSTIC QUEST™ STORY

It is written, "The one who possesses the Crystals of the Earth controls the World." Alas, the Dark King, a being most rancid in character, has succeeded in gaining control over the awesome power of the Crystals. His henchmen have grabbed the Crystals and are draining the World's magical energy as if it

were soda pop. Earthquakes are shaking the land. Volcanoes are threatening cities. Forests are withering...

One day a powerful earthquake sends a young man scurrying for safety. As he runs, he watches his village disappear into a deep fissure. All hope leaves him as he scrambles up the steep

Hill of Destiny. But suddenly, a strange gentleman appears and guides him to safety. The youth can't believe it when the man hands him a sword, and tells him he is actually a legendary knight, destined to save the World! So begins a series of adventures which may, or may not, end in global salvation...



The sage White appears and tells all.



Can you handle that sword?



What's lurking in Level Forest?

MYSTIC QUEST™

Behold, the Mystic Quest World! Notice all the Icons, which represent things such as towns, caves, and dungeons. To get from one Icon to the next you'll have to find your way through a maze, solve a puzzle, or fight some intense battles. Match the color on the map with the headings below to find out more about that area.

THE CRYSTAL OF EARTH

p 15-24

Chapter 1 handles the quest for the Crystal of Earth. Parched earth, sand and withered forests take center stage here. The first fearsome Boss Monster awaits you, so stay alert!



THE CRYSTAL OF WATER

p 25-40

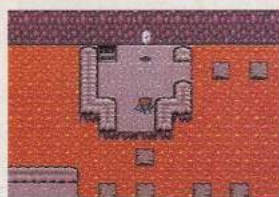
Now you're traveling through the region in which the Crystal of Water is hidden. Because the light from the Crystal is weak, all water has turned to ice. Your task is to melt the ice!



THE CRYSTAL OF FIRE

p 41-52

The earth shudders as you step from Icon to Icon. The World seems like it's about to split apart. As you clear a huge boulder from your path and save the Crystal you'll learn about your next destination.



THE CRYSTAL OF WIND

p 53-64

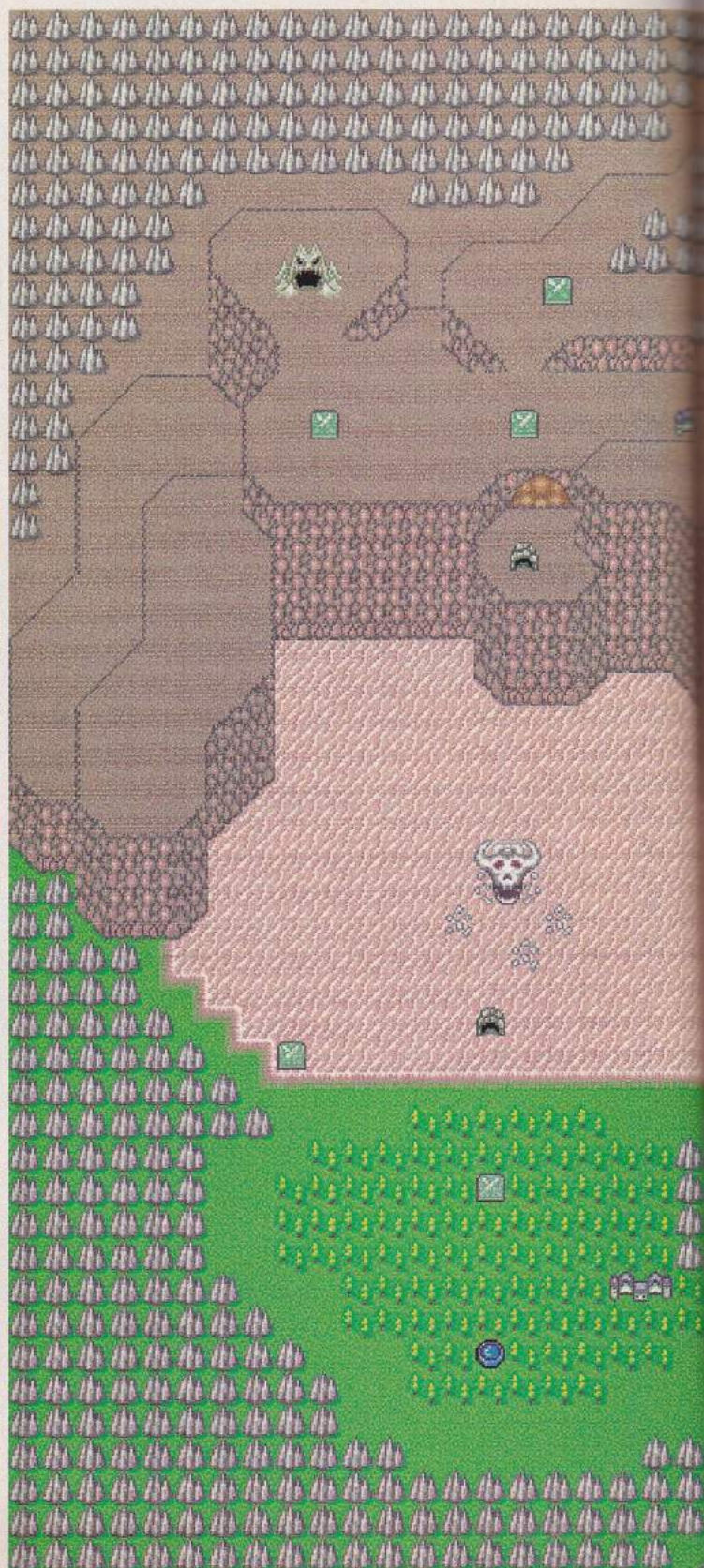
Through the Focus Tower again, and then across the Rope Bridge. A cranky Giant Tree and Pazuzu's Tower await you as you search for the Crystal. Consult your dungeon maps often!



THE CRYSTAL OF LIGHT

p 65-76

What is the Crystal of Light? What does it do? You won't know until you scale the steps in the Focus Tower for the last time and have tea with the Dark King...



WORLD MAP



BASIC OPERATION

In this section you can learn about the basic game-play operations required to speed you through the adventure. You probably want to start

the game right away, but we guarantee you'll have more fun if you master all game controls first!

1 THE CONTROLLER

There are 9 buttons on the Controller, each connected with a different function. Some buttons don't function in certain situations, so refer to appropriate sections of this guidebook for further details.

CONTROL PAD

The Control Pad has 3 main functions. Press it up, down, left or right to move the Hero around on the screen. Press it up to enter a door and down to exit a door. Finally, use the Control Pad to move the cursor while in sub-menus.

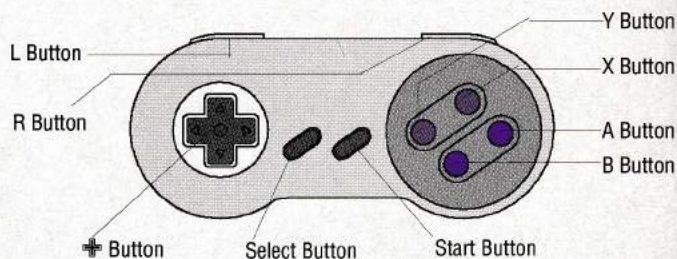


Move on the Overworld using the Control Pad.



Use the Control Pad to make selections from menus.

Control Pad



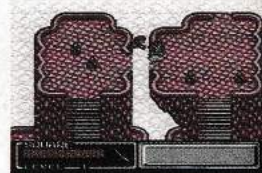
A BUTTON

Press the A Button when you're facing someone, and you can talk with that person. Press it while standing in front of a Treasure Chest to obtain the contents of the Chest! Press the A Button to confirm selections from the Menus or during Battle.



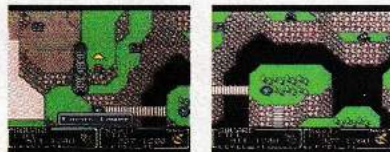
B BUTTON

After dropping into an Icon, use the B Button to make the Hero jump over obstacles, from one object to another, or across chasms. The B Button cancels selections from a sub-menu, or during Battle, and returns you to the Game Screen.



SELECT BUTTON

While in the Overworld, press the Select Button, and then use the Control Pad to scan the entire Overworld map. Press again for game play. Cloud-obscured areas will become visible only after you have beat appropriate Boss Monsters!



LEFT & RIGHT (L & R) BUTTONS

Press the L or R Button to switch the Hero's weapon. The Hero's Weapon Icon at the bottom of the screen will change accordingly.



X BUTTON

Press this button to instantly call up the SAVE Menu, which can also be accessed from the MAIN MENU. Press the B Button twice to return to the Game Screen.



Y BUTTON

Press this Button to switch the Battle control of your Ally from AUTO (the computer controls your Ally) to MANUAL (you guide your Ally's attack as well as your own).



2 STARTING THE GAME

We're off on our quest! First place the Final Fantasy Mystic Quest™ game pak properly into your Super Nintendo Entertainment System and turn the power on. After the title screen appears, press any button to begin. To begin a new game, use the Control Pad (if necessary) to highlight **NEW GAME**, and press the A Button (see instructions at right for entering a name). To continue a game, use the Control Pad to highlight one of the 3 Data Files, and press the A Button to start where you last left off.



ENTERING A NAME

If you have selected **NEW GAME**, you will next see the Letter Select screen as shown below. Your Hero's name can have as many as 8 letters or symbols, or as few as 1. Use the Control Pad to move the cursor to the desired upper or lower case letter, and press the A Button to enter that letter. Press the B Button to cancel an entry. Finally, select the word "**END**" from the screen, and press the A Button to begin the game. You can't change the name once the game has started.



3 THE OVERWORLD

While in the Overworld you can only move in the directions indicated by arrows. The color of an arrow tells you whether or not you can move in that direction. A gray arrow means "NO!" A blinking red and yellow arrow means "OK!" If a gray arrow still remains after you have explored an Icon, it means you missed something, and you'll have to go back into the Icon.



NO

After the opening scenes of the game, you'll find yourself at the Level Forest Icon. You'll see 2 gray arrows, indicating that you have to drop into that Icon (by pressing the A Button) before you can advance.



OK

Here both arrows are of the yellow and red flashing variety, which means you can proceed in either direction. After an arrow has turned from gray to red and yellow, that route will stay open until the end of the game.



4 USING INNS AND SHOPS

As you make your way through the adventure, you will definitely want to use the inns and shops located in many towns. Use the money you have found in Chests or by beating monsters to regain your strength, cure ailments, resupply your potions and what not, or purchase important items. Get an added break by learning how to use shops and inns wisely!



Recover your HP and MP by taking a rest!



Resupply yourself with consumable Items, Bombs, etc.



Sometimes you can buy powerful Weapons and Armor!

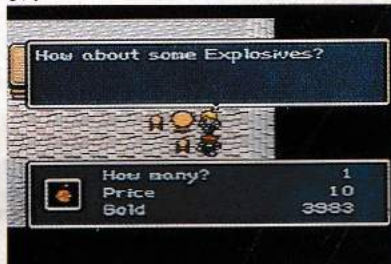
INNS

You can find 3 inns as you make your way through the adventure. Look in Aquaria, Fireburg and Windia. Inns work the same way wherever they are. First, talk to the Innkeeper. Press the A Button, and you'll be given a choice of "I'll stay," or "No thanks." Make your choice with the Control Pad, and then press the A Button.



SHOPS

There are 2 kinds of shops: those with counters & a shopkeeper behind them, & those run by strolling merchants. You will find consumable Items & Weapons at both kinds of shops. To use a shop, just talk to the shopkeeper, & you'll be shown a screen like the one below. Move the Control Pad left or right to increase/decrease the number purchased by one, up or down to increase/decrease the number purchased by Finally, press the A button.



5 USING THE MYSTIC QUEST GAME SCREENS

This game uses 3 main types of screens: the game screen, through which you move your Hero, the sub-command screens you use to gain information about your characters,

and the battle screen. Here we will be introducing the game screen, and the sub-command screens. Turn to pages 11 and 12 for information on the battle screen.

THE GAME SCREEN

The game screen refers to a screen through which the Hero moves. Keep an eye on the Vitality Windows at the bottom of this screen—these indicate the health of your Hero and Ally, if present.



1. Present Location

Look here for the name of your Hero's present location. As you walk along, the names of all the places you pass through will be clearly indicated. Hint: Remember the names and locations of the important places you have visited!

2. Your Name

You'll find the name you selected for your Hero displayed here. This name cannot be changed once you have started the game (see page 9 for details). Your Ally's name appears at bottom right.

3. Vitality

Your party's vitality, or Hit Point (HP) levels are shown here. The vitality meters can be viewed as graphs (red equals danger) or as fractions (remaining vitality/maximum vitality).

4. Present Level

Present level of the Hero. Levels can be increased only through battle. Any damage, such as Petrify or Blind, done by a monster will appear here until it is healed.

5. Hero's Weapon

Indicates equipped Weapon. Depletable Weapons show units remaining under Icons. Change the Hero's Weapon by pressing the L or R Buttons.

6. Ally's Battle Status

Look here to see if your Ally is set on AUTO or MANUAL Battle control status. Change this status by pressing the Y Button.

7. Ally's Status

This area shows your Ally's status and vitality. The indicator is the same as that for your Hero, except for the AUTO/MANUAL Battle control status indicator.

THE MAIN MENU

The menu that is called up when the START Button is pressed is called the Main Menu. It is from this menu that most of the game controls can be accessed, so you'll need to be well-acquainted with it!



1. Name That Item

When you use the cursor to select an Item, Spell, piece of Armor, or Weapon, the name of the object will appear at the top of the screen. Verify the name of a Spell or Item before using it.



Identify that item



So it's the Steel Sword!

2. Spells Remaining

Here the remaining number of White, Black or Wizard Spells is shown. When this number becomes 0, that category of Spell is no longer usable. Simply eat a Seed (Item) or stay in an Inn to replenish your Spells.



3. Present Situation

Use the information displayed at the bottom of the Game Screen as a quick indicator of your health. Use it also to determine relative strengths and weaknesses, and to see at a glance who needs medical help, and how soon.

4. ITEM

Use this command to use or identify an Item. Highlight the heading ITEM and press the A Button. All Items in your possession will then appear above the Hero's name. Select an Item with the cursor, and then press the A Button. Finally, select the recipient of the Item with the cursor, and press the A Button.



USING ITEMS



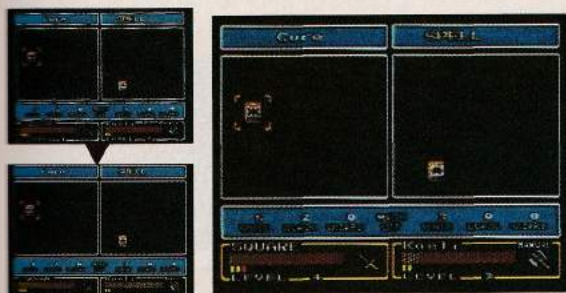
Use the cursor to select an Item.



Use the cursor to decide who will use the Item.

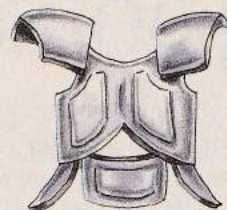
5. SPELL

Use this sub-command to verify or cast a Spell. Select the Icon of the desired Spell using the Control Pad. Press the A Button to confirm your choice. Next, choose a target for the Spell. When using a Cure Spell, press the Control Pad up or down to select both people in your party.



6. ARMOR

Use this sub-command to verify the Armor you're wearing. All of the Armor in your possession will appear after selecting this command. Armor gets stronger the further down your list it is, and includes helmets, body armor, shields and special lockets.



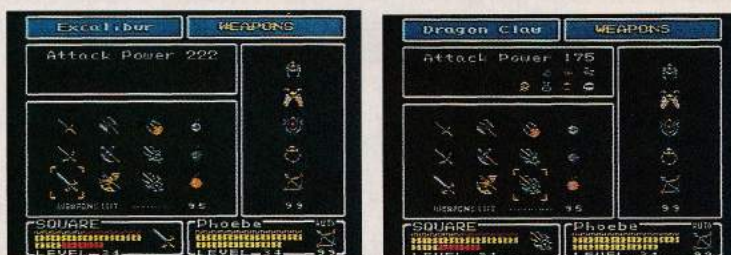
Inspect Armor!

Select your Armor

Now your Ally's Armor!

7. WEAPONS

You can examine the strength of any Weapon in your possession. The Hero can use 4 classes of Weapons: Swords, Axes, Claws and Bombs. Each new Weapon is automatically equipped on the Hero. Icons beneath the Attack Power rating indicate if a Weapon has a special effect on a monster.



8. STATUS

Use this screen to check on the Status of your Hero and Ally. You'll want to keep a close eye on the health-related information that appears here!



A GP = Gold Pieces you presently have, EXP = your Experience Level, and NEXT = required experience points to rise to the next level.

B From top to bottom: attack power, defensive power, ability to attack and defend yourself, rate of success using Magic, hit rate using Weapons, and ability to run from Battle.

C Shows which of the 4 Elemental, and 8 Special Defense powers (see below) you now have.

9. CUSTOMIZE

LIFE INDICATE

Use the Control Pad to switch your Vitality indicator from a graph to a fraction.



CONTROL

Switch your Ally from AUTO Battle Mode to MANUAL. While in the game screen, simply press the Y Button to switch modes.



MESSAGE SPEED

Alter the speed at which messages appear while in the Battle Mode. 1 is as fast as you can get. This will not speed up other messages.



WINDOW COLOR

You can change the color of the message windows by adjusting the red, green and blue color controls here. HINT: Darker message windows are easier to read!



10. SAVE

Use this sub-command to save all your progress to date. Use the Control Pad to select the desired data file, and press the A Button. The words "Save Completed" will flash when your game has been saved. Next time you start the game, simply select the data file from which you wish to begin. You can Save over an old data file, BUT BE CAREFUL: ONCE IT'S GONE, YOU CAN'T RETRIEVE IT!



ELEMENTAL & SPECIAL DEFENSE

Earth	Water	Fire	Air	Doom	Petrify	Paralyze	Sleep	Confuse	Poison	Blind	Silence

5 DOING BATTLE

When you bump into a monster in a dungeon or maze, or when you step onto a Battlefield and press the A Button, you will start a fight. First decide whether to engage in BATTLE, or to RUN. If you choose to do

battle, you'll have to decide on the Weapon, Spell or Item you wish to use. Use battles to increase your Experience, Magic and Vitality levels, and to win important prizes.



BATTLE/RUN/CONTROL

BATTLE

To engage in battle, highlight the BATTLE command, and press the A Button. The screen will change, and you will be presented with 4 choices: ATTACK, SPELL, ITEM and DEFENSE. Use the Control Pad to select from amongst these choices, depending on the condition of your character, the type of monster and so forth. Then press the A Button to confirm your choice.



RUN

Use this command to escape from a potential battle. Simply highlight the RUN command, and press the A Button. This command is helpful when you're suffering from Status problem, or when your Vitality is on the low side. Revive yourself with a potion, or go to an Inn, and then return to stomp the monster. CAUTION: There's no escaping a Boss Monster!



CONTROL

Use this to switch your Ally from AUTO to MANUAL Battle Mode. Highlight the CONTROL command, and press the A Button. You can also press the Y Button at this point to switch modes. You can switch modes during battle whenever you see this command appear on the screen.

CHANGE MODES DURING BATTLE!



ATTACK/ITEM/SPELL/DEFENSE

ATTACK

Use this command to make the Hero attack with whatever Weapon he is presently equipped with. First press the L or R Buttons to select the best weapon for the job. Then highlight the ATTACK command and press the A Button. Use the Control Pad to select your target, then press the A Button again to attack your enemy, or press the B Button to cancel a choice. Bombs automatically target all enemies on the screen.



ITEM

When your party has sustained some injuries in Battle, you can use any Cure or Heal Potions, Seeds or Refreshers to fix things. Highlight ITEM, and press the A Button. Choose one of the 4 ITEMS that appear on the right of the screen using the Control Pad, and then press the A Button to confirm your choice. Finally, use the Control Pad to select a recipient and press the A Button once more.



SPELL

If you wish to use a Spell in battle, highlight the Spell command, and press the A Button. Press up or down on the Control Pad to select the category of Spell desired (White, Black, or Wizard), and then press the Control Pad left or right to select a Spell. Press the A Button to confirm your choice, then use the Control Pad to select a target. Press up on the Control Pad to select all enemies as a target (certain Spells, only). Cure Spells can be cast on both party members by pressing down on the Control Pad. Finally, press the A Button to cast the Spell. Use Cure, Heal and Life Spells during battle to keep your party alive.



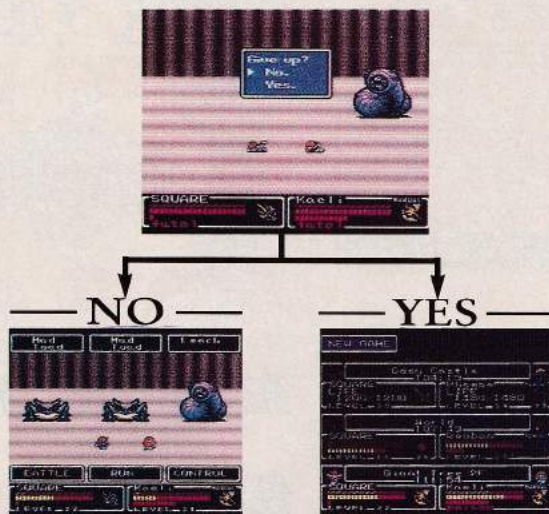
DEFENSE

Use this command to protect one of your party members. Highlight DEFENSE, and press the A Button. Next, select the character you wish to protect, and press the A Button again. The higher your status and experience levels, the better you can protect a character. CAUTION: Monsters can still harm a protected character!



IF YOU SHOULD LOSE A BATTLE...

If your party should sustain critical wounds, or be petrified during a monster's attack, your quest will come to a sudden end. You will then be asked, "Give up?" and be offered 2 choices: NO or YES. Highlight NO, and press the A Button to repeat the battle you just lost. Highlight YES and you'll return to the SAVE SCREEN. CAUTION: If you haven't saved any of your progress, you'll have to start from the beginning!



CHARACTER STATUS PROBLEMS

During battle, your characters can sustain serious status-related injuries. Many of these injuries will clear up after a set amount of time, but some injuries, such as Blind and Poison won't clear up

Doom

Vitality becomes 0, and Battle becomes impossible. Restore using a Life Spell.



Petrify

A character's body turns to stone. No battle is possible, so use a Heal Spell pronto. Will self-correct after the battle.



Paralyze

A character becomes incapable of doing battle. Will self-correct after a short period of time.



Sleep

A character falls into a deep sleep. Will awaken if hit hard enough during battle!



Confuse

Will strike out at a monster or Ally alike, with Weapons or Magic. Heal ASAP!



Poison

After being poisoned, a character's Vitality will trickle away after each round. Heal ASAP!



Blind

A character can't see the enemy to strike it! Must heal before next battle.



Silence

A character isn't able to cast a Spell. Self-heals after battle.



MYSTIC QUEST GAME FLOW CHART

From page 15 on we will be presenting strategic game-play information for each of the mini-quests within the adventure. Below is a complete break-

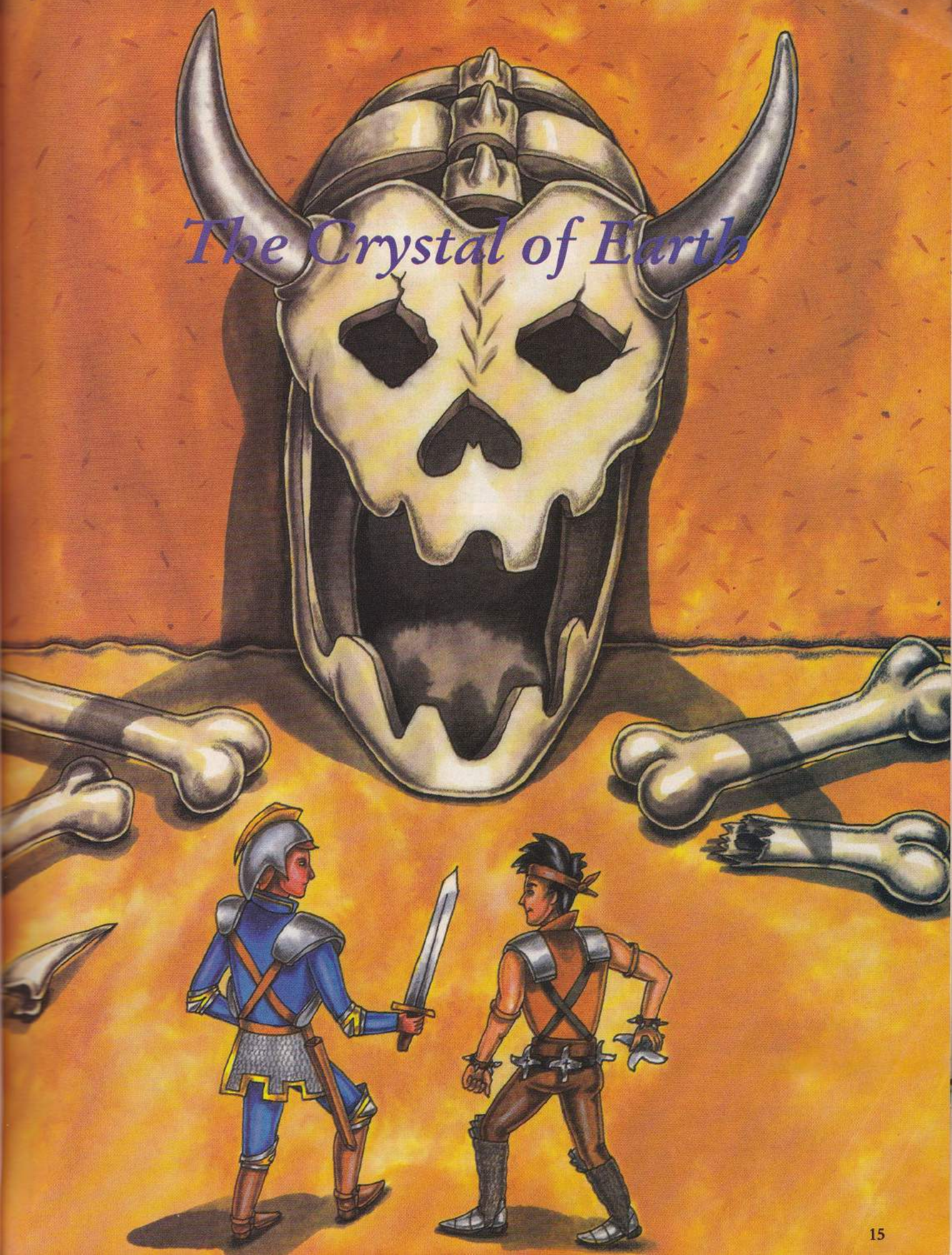
down of the events that take place during the adventure. Use this handy reference to help you chart your course through the Mystic Quest World.

START



GOAL
IS THE
WORLD SAFE?

The Crystal of Earth





The Crystal of Earth



In the opening chapter of the quest, you learn about your own fate, and meet up with the peculiar young woman, Kaeli of Foresta. Together you vow to restore the level forest to its formerly green and peaceful state, but in the process, Kaeli gets poisoned. In order to help her, you've no choice but to find Elixir. Your chase will eventually lead you to the dreaded Bone Dungeon, and the Crystal of Earth.

FIND OR WIN THE FOLLOWING 9 THINGS:

Tree Wither (p. 17), Cure Spell (p. 18), Axe (p.19), Charm (p. 20), Quake (p. 23), Steel Shield (p. 21), Bomb (p. 21), Elixir (p.23), Sand Coin (p. 23)

HILL OF DESTINY (OPENING)

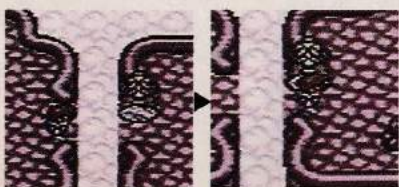
Fleeing for your life, you find yourself scrambling up the Hill of Destiny while the earth shakes you silly. There you meet a most peculiar gentleman who urges you on to temporary safety. He warns you to jump for your life, as the ground you had been standing on is swallowed into the earth. Gasping for breath, you listen as the older gentleman (who is known as

White) spins an unbelievable tale—and you turn out to be an important part of it! Out of the blue you are attacked, and are amazed to learn you can handle a sword. You believe the old man's story, and vow to save the Crystals of the Earth. But as suddenly as he arrived, he takes off! Follow him to the Level Forest.



JUST BY PRESSING THE B BUTTON!

Use the B Button to help the Hero jump over and across things! Never forget your jumping skills. Oh, just don't try to jump over monsters—it makes them mad!

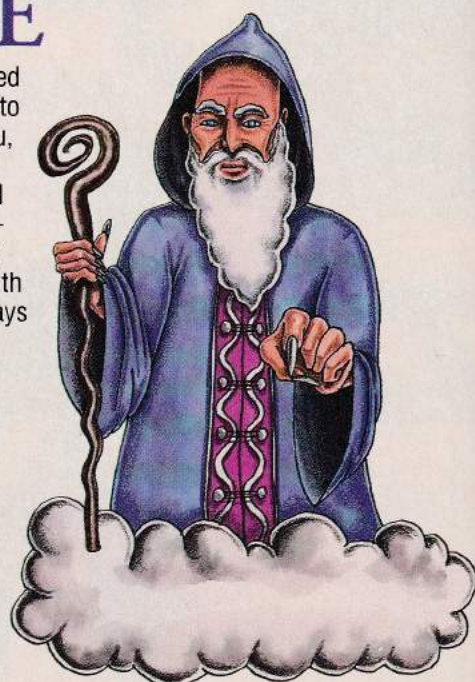


WHITE

Just who is this wizened elderly sage who seems to know so much about you, and about the future? You'll meet him time and again during your adventure. Sometimes he just seems to want to joke with you, but at any rate, always listen to his advice!



When White talks, listen.



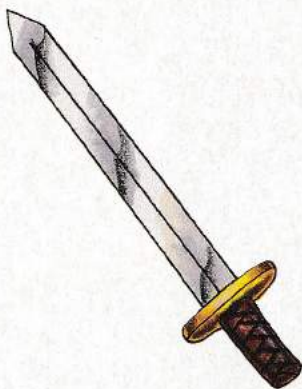
BEHEMOTH

The Behemoth will find you as you talk to White on the Hill of Destiny. Why has he come to hurt you? Since the only weapon you have is a sword, use it to thrash the beast, and don't stop until you've thrashed it!

HP	Attack Power	Defense Power
80	1	25



THE HERO'S EQUIPMENT



THE STEEL SWORD

The Hero's first weapon. Sturdy and easy to use, if not too effective. It's certainly better than nothing! In fact, your enemy wishes you had never received it!

STEEL ARMOR

Pieced together from plates of steel, heavy and just barely adequate. It won't protect you from magic, so keep on the lookout for something stronger!

LEVEL FOREST

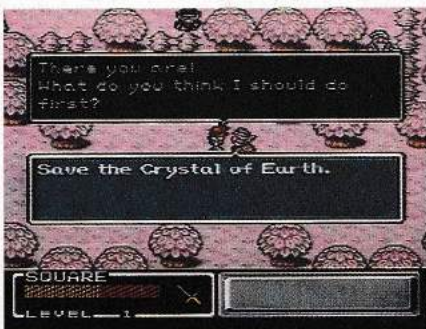
White directs you to your next location

When you enter the Level Forest, you'll see that all the trees and shrubs are withered and on their way out. Listen to White and learn that you must first save the Crystal of the Earth. (White's not much of a talker.) Now, see the guy in the upper right portion of the screen? Go talk to him and see what he says.

Help the man in the forest

This poor guy is weak. You are strong. Do him a favor and push the boulder out of his way.

Face the boulder, and press up on the Control Pad. He'll give you a withered branch he calls Tree Wither, and tells you where to take it—to Foresta!



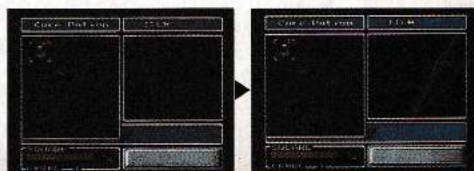
TREE WITHER

Received from the guy you helped in the Level Forest. Take this and show it to Kaeli, and maybe you'll get her to help you in your quest.

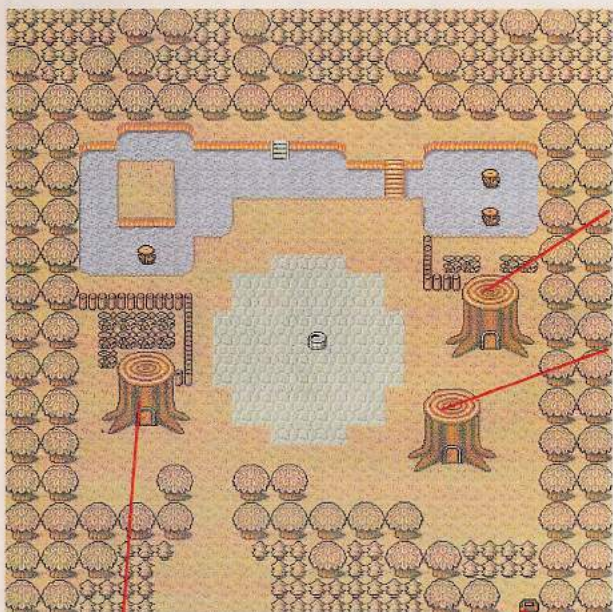


CURE POTION

Learn quickly how to use this life-saving medical brew. With each sip it restores some of your HP. Use it during battle, or while you're traveling through an Icon. Find it in Chests, or buy it in the latter half of the game.



FORESTA



Kaeli/Cure Potion

Cure Potion

Talk to everyone in town!

When you enter Foresta, you'll see that all foliage is brown, and there are only elderly people walking about. Talk to them, and you'll discover that a monster has been absorbing the vital energy of all living things in the area, aging them prematurely. You've got to help them!



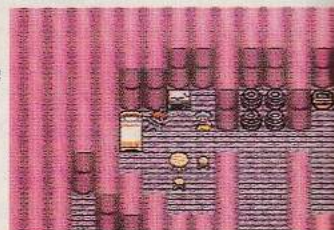
Kaeli joins you.

When you find Kaeli, she'll notice the Tree Wither you were given in the Level Forest, and join forces with you. Her mother isn't, however, overjoyed by Kaeli's decision to join in the quest...



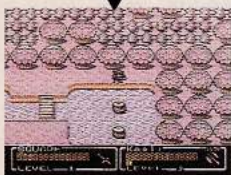
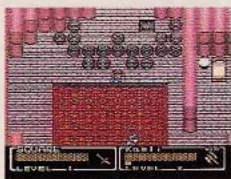
Get HP for free!

Enter the house at the bottom right of the town, and make your way to the left bed in the back. Lie down on it, and it'll restore any lost Vitality and Magic Points whenever you need help.



Find the hidden Cure Spell!

A man tells you to take the object hidden in the back of his house...but how do you get there? Go around to the back, jump over the steps in the water (by pressing the B Button), and enter through the rear. There's a Chest! Grab the contents, then move the barrel out of the way, and exit the house.



CURE SPELL

Use this Spell to replenish your Vitality. You can use the Spell on yourself, your Ally, or on both of you at once as the case may require. Each use of the Spell reduces your white magic MP by 1.



KAELI

A young woman of Foresta with powerful special abilities, such as the ability to talk with trees! She can handle an Axe with the best of 'em, and knows the magic Spell Life, which can bring a fallen person back to...life!

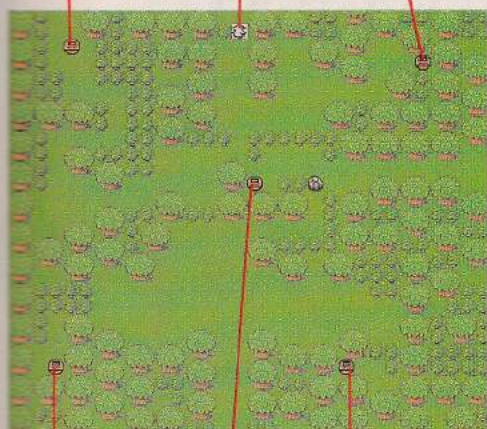


LEVEL	3
HP	120
Weapon	Axe
Helm	None
Armor	Relica
Shield	None
Other	Magic Ring



LEVEL FOREST

Cure Potion Minotaur Heal Potion



Heal Potion Cure Potion Cure Potion

Battle your way to the north exit!

When you head back to the Level Forest, Kaeli will come in handy by cutting trees down with her Axe. Keep heading northward as you battle monsters along the way. When Kaeli tries to chop down an oddly glowing tree, the Minotaur appears and zaps Kaeli with a deadly poison. There is only one antidote to the poison—Elixir. With her last ounce of strength, Kaeli loans you her Axe, and you exit the forest towards the north, looking for Elixir.


MONSTERS: BROWNIE, SLIME

HEAL POTION

This medicinal herb will cure all status-related illnesses, such as Blind, Poison, Petrify and so forth, with the exception of Doom. Said to be concocted from magical plants growing in distant and mist-filled forests, this Item is rare and sought after.



MINOTAUR

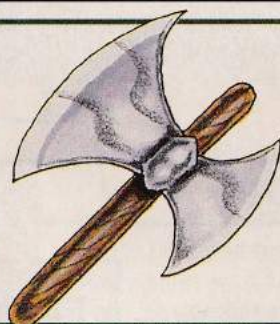
Half human, half monstrous steer, this beast is all trouble. Animal from the shoulders up, the Minotaur attacks relentlessly with a huge sword, and has been known to kick ferociously.

HP	Attack Power	Defense Power
240	4	50



AXE

Kaeli's trusty weapon, made of steel and lacking any magical properties. Press the A Button while in Icons to chop down things (trees, mushrooms, etc.).



BROWNIE



Dressed in their favored reddish clothes and caps, these thugs kick and punch the daylights out of you.

SLIME



Strong and supple, these things take a lot of work to dispatch. Oh, and they'll throw acid at you, too.

BATTLEFIELD -1-

MONSTERS: MAD PLANT, POISON TOAD

clear out the place, so you might want to wait until you have an Ally to help you. Keep pressing the A Button after each battle to engage the next set of evil grunge-bags.

Many, many monsters are sealed within this Battlefield. You'll have to go 10 rounds with them to

MAD PLANT

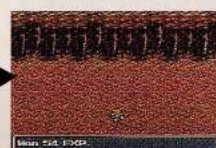


This bush loves to munch on people after thwacking them with its branches. It's Full Nelson isn't bad, either.

POISON TOAD

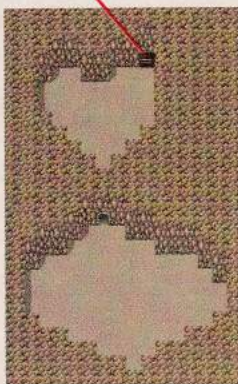


A giant toad that's loaded with poison. Watch out for its patented poison tongue attack!



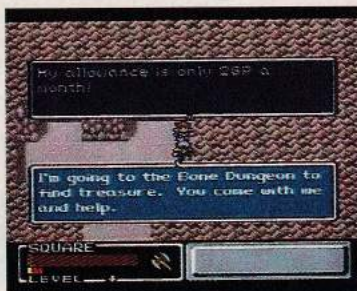
SAND TEMPLE

Empty



OPEN THE CHEST!

So you're off to the the Sand Temple to find some Elixir for Kaeli, huh? Well guess what. There's nothing in the Chest there! Someone's beaten you to the punch. That someone is Tristam, the cheekiest treasure hunter that ever slithered on the World. You can't afford his price on that Elixir, but he'll give it to you if you help him. Poor bargain, but maybe you can save Kaeli! Tristam joins the party.



TRISTAM

Tristam is renowned for his Ninja Star throwing abilities, and his treasure hunting skills—but don't trust him for a moment. He is fairly trustworthy when he promises something, but he'll take off on you in a flash if he smells profit!



LEVEL	7
HP	360
WEAPON	Ninja Stars
HELMET	Moon Helm
ARMOR	Black Robe
SHIELD	None
OTHER	None



BATTLEFIELD -2-

MONSTER: MAD PLANT, POISON TOAD, BASILISK



Basilisk

A fearsome lizard that generally feels happiest after consuming poisonous creatures bigger than itself. It likes to attack with sharp tusks and claws.

In this Battlefield there are monsters that specialize in poisoning their adversaries. When poisoned, you will lose some of your Vitality after each round, so use a Heal Spell or Potion ASAP!

CHARM

After clearing out the 10 rounds worth of monsters in this Battlefield, you'll win a prize: the Charm Pendant. Made out of a mysterious emerald-colored material, the Charm Pendant instantly increases your defensive abilities.



BONE DUNGEON

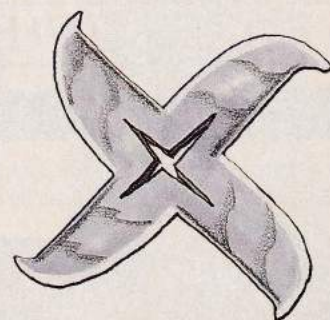
Beware the shifting sands

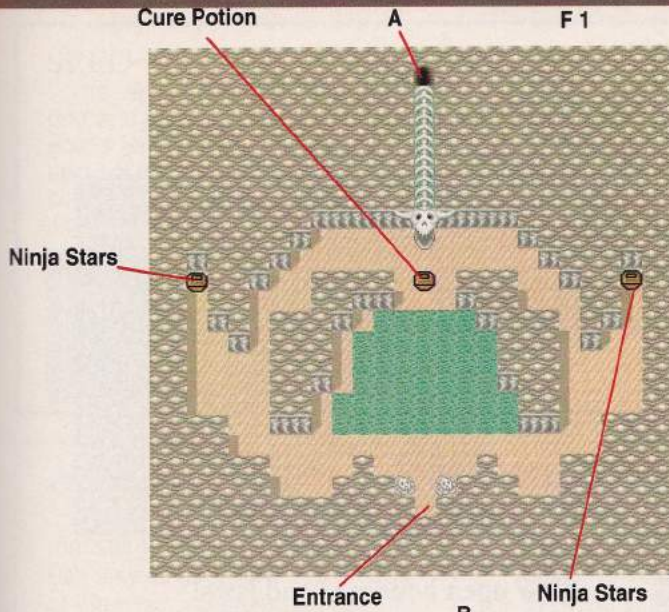
There are many areas within the Bone Dungeon where shifting sands can pick you up and carry you away. Some of these shifting sands can be traversed in one direction only, and others simply have to be avoided by walking near the dungeon walls.



NINJA STARS

The weapon favored by the Japanese Ninja of old. Powerful in effect, and fast as bullets, these stars stop many monsters in their tracks. Check in Chests to replenish Tristam's supply of these valuable weapons.





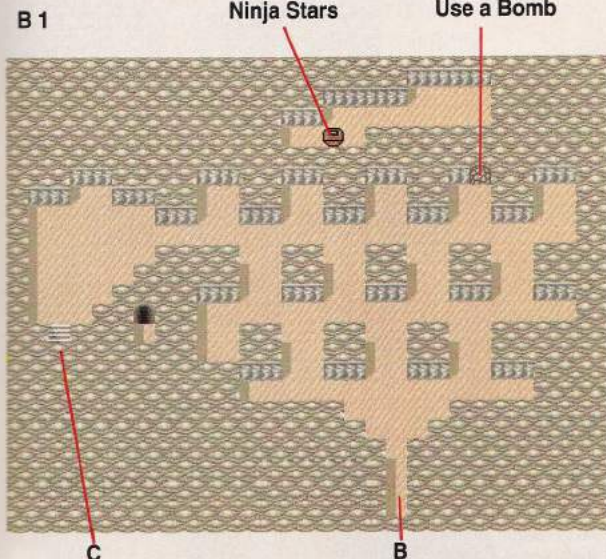
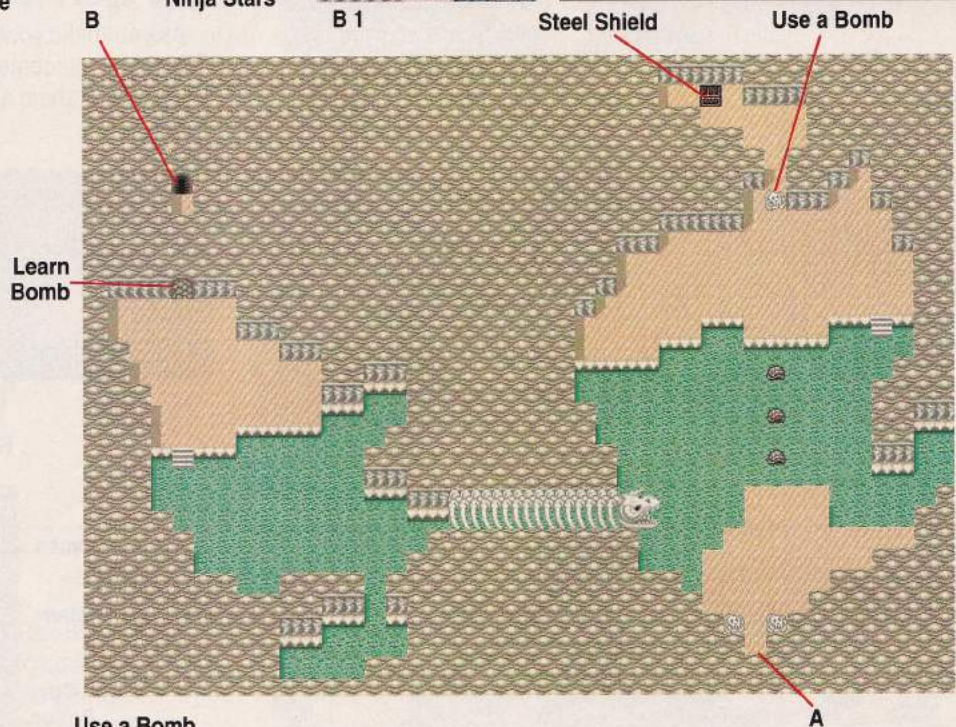
Tristram sells you Bombs!

After you have made your way quite some distance into the Bone Dungeon, you will come to a seemingly impenetrable barrier. Fear not, because Tristram will blow the wall open with a Bomb. Then he'll sell you some for 30 GP. Decline his pricy offer, and see if Tristram will cut you a deal!



BOMB

Use your Bombs in battle, or to open doors (and bone jaws!) and the like. Detonate a bomb by pressing the A Button at the desired location. The Bomb Icon must appear in your Vitality Window.



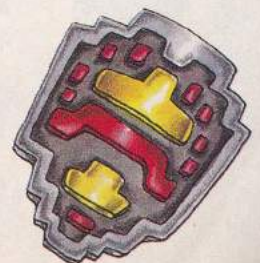
Jump over the water?

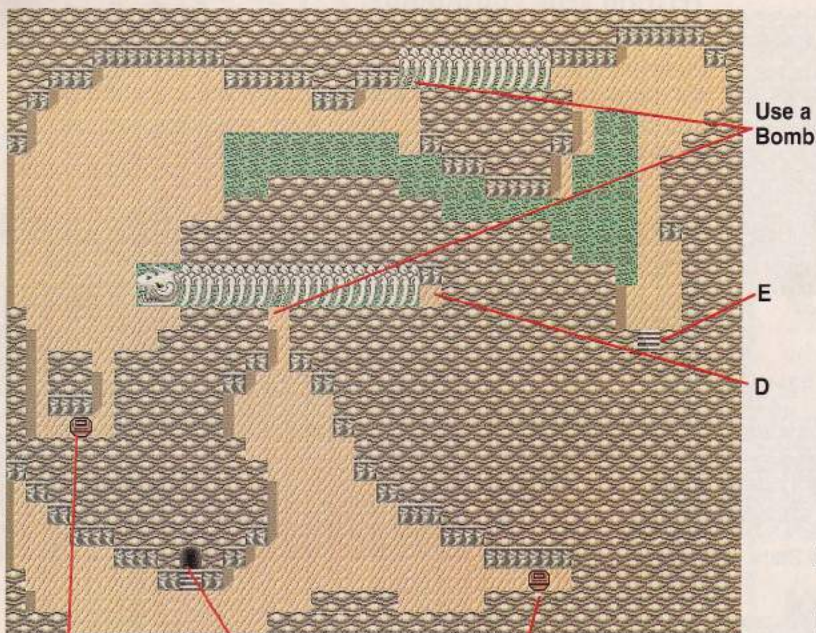
Look for objects in the water to jump across—you might find interesting things hidden in remote areas! Remember, you can't jump onto a step from the water.



STEEL SHIELD

A heavy steel shield that still provides you with at least some protection. You'll find it very useful in the battles to come, even though it provides no protection from Spells. Defense Rate: 5.





Ninja Stars

C

Bombs

B 2

4

Seeds

Use a Bomb

G

Use a Bomb

Use a Bomb

E

Ninja Stars

F

Quake Spell

G

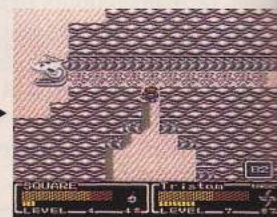
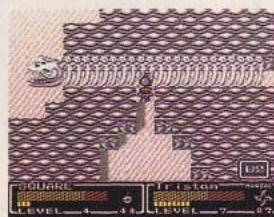
B 2

Ninja Stars

D

Blow open bone ribs and jaws!

As you make your way further into the Bone Dungeon, you come across rib and jaw barriers. Simply blow them away with a Bomb to open a new passage.



B 2

Flamerous Rex

Sand Coin

Bombs

Tristram

Cure Potion

H

MONSTERS:

Poison Toad
Basilisk
Mad Plant
Sand Worm
Roc
Skeleton
Gorgon
Minotar Zombie



SAND WORM

This thing usually eats sand, dirt and rocks—so it can't wait to snack on a person! It can also spit out a nice, violent sand storm—so look out!



ROC

A huge, dingy, dust-covered bird with a sharp, oh so sharp, beak. Attacks with Blinder, too.



SKELETON

Steepled in the power of evil, these bone-bodied soldiers just don't know when to quit. They'll confuse you with their scary laugh!



GORGON

Part bull and part...who knows? This thing loves to clobber other things using just its bad breath.

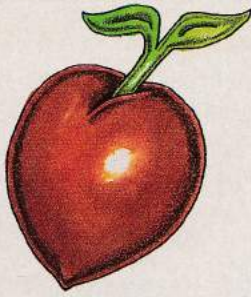
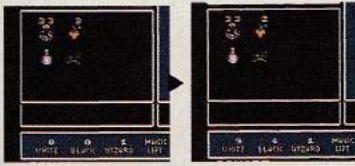


MINOTAR ZOMBIE

Part bull, part man and dead to boot! Don't stop to smell its poisonous bad breath or get hit with a Blinder!

SEED

The seed of a magical tree. Eat one, and watch your Magic Points be restored. You'll be using plenty of Spells, so make sure you find enough of these along the way.



Save the Crystal of Earth!

In the deepest recesses of the Bone Dungeon lurks the Flamerous Rex, new owner of the Crystal of Earth. Use the Quake Spell and all your combined skills to thrash this beast, and then behold—the Crystal of Earth will appear in all its glory. The energy stolen by the Rex will go back into the World, and revive forests and restore people's youthfulness. Get the Elixir from Tristam, and head back to see Kaeli—but don't forget the Sand Coin!



QUAKE

A Spell that lets you attack a monster with a savage earthquake. Can only be used on entire groups of monsters, so those that can recover their Vitality won't be hurt too badly.



ELIXIR

The one medicinal concoction that can help Kaeli fight off the Minotaur poison. Made eons ago by mountain holy men, this stuff is in short supply!



SAND COIN

Engraved with a Knight's Sword, this coin sparkles with a mysterious power. With this coin you can open the similarly adorned door in the Focus Tower.



FLAMEROUS REX

An evil fossil come to life, the Rex is draining the Crystal of Earth and causing earthquakes and heartache. Watch out for its teeth, and its sleep and poison dust attacks. Oh, and did we mention the Bone Missile attack? Go get him!



HP	Attack Power	Defense Power
2200	70	60



FORESTA

QUICK, GIVE KAEI THE ELIXIR!

After thrashing the Rex, and receiving the Elixir from Tristram, head back to Kaeli in foresta ASAP. You won't recognize the town when you see it again. Under the Crystal of Earth's power, the trees and bushes are green again, and the people look younger and fresher. First go see Kaeli, for she's

on the brink of death! After she revives, she tells you she's going through the Focus Tower to Aquaria. There someone named Spencer might know the whereabouts of her father. You'll go there ahead of her to scout around!



Listen to the people in the town

They've suddenly reverted to their real ages—the grandma is now a little girl, the grandpa a little boy. Accept their praise,

but also keep an ear out for new information about the next leg in the adventure.



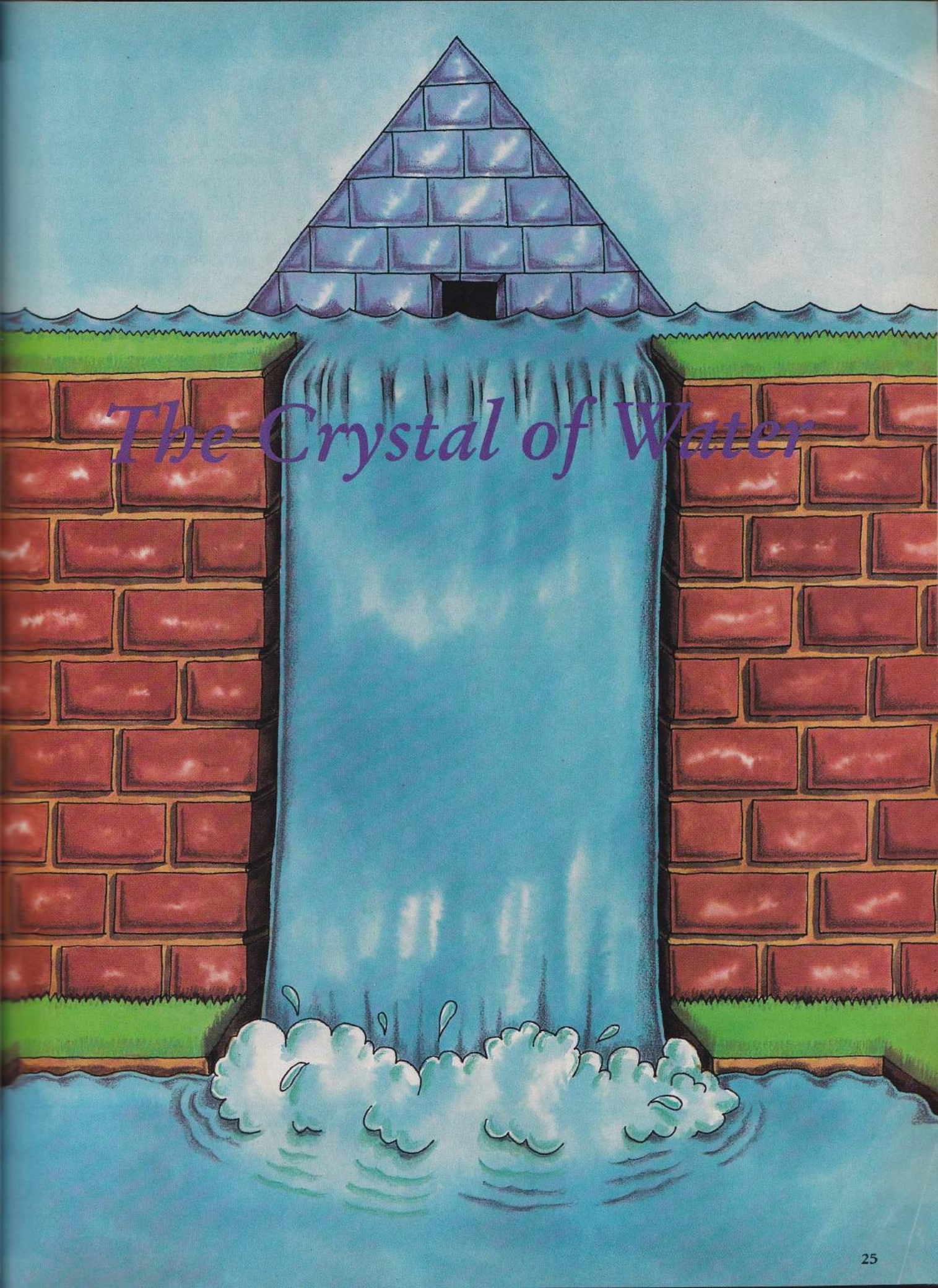
BATTLE FIELD -3-

MONSTERS: Minotar Zombie, Sand Worm, Basilisk

Look for Minotar Zombies, Sand Worms and Basilisks to greet you in this Battlefield. Since you're all alone now, this is going to be tough. But if you can hang in there for 10 rounds, you'll

receive 150 Gold Pieces! Or else come back when you've an Ally.

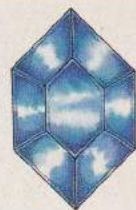




The Crystal of Water



THE CRYSTAL OF WATER

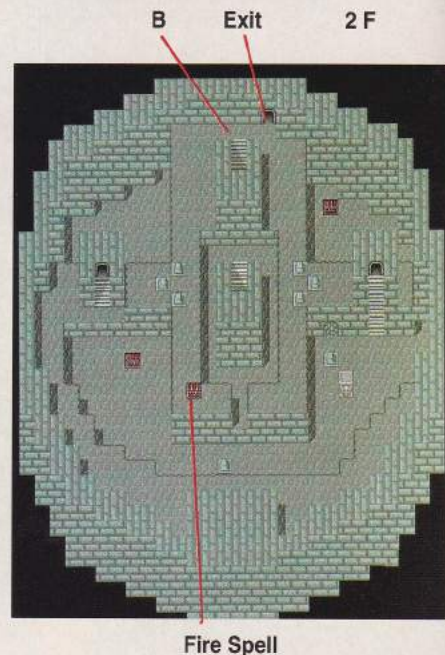
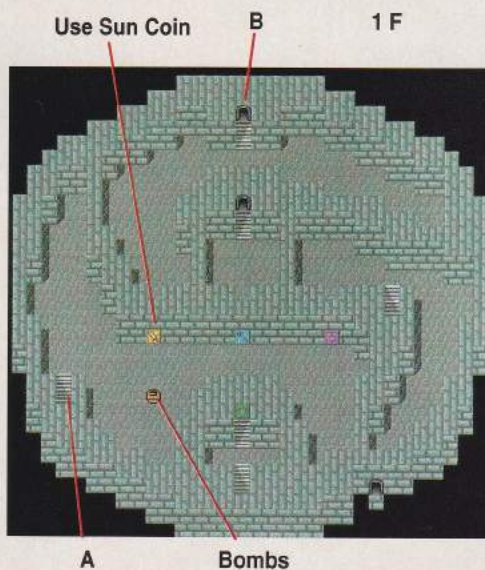
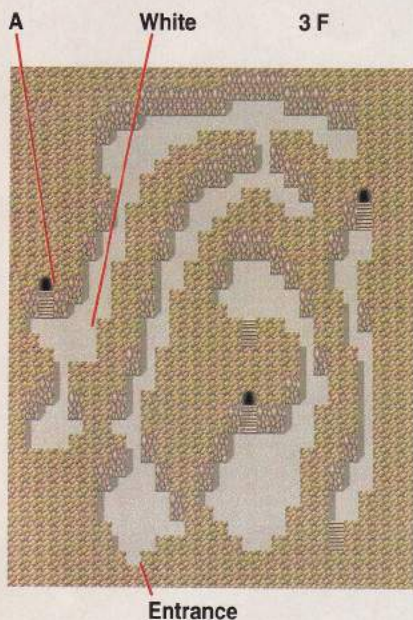


You make it to Aquaria, but the whole town is frozen solid. In order to help the suffering townspeople, and to meet Spencer, you have to make the Crystal of Water shine again. Once again you're off and running...

FIND OR WIN THE FOLLOWING 15 THINGS:

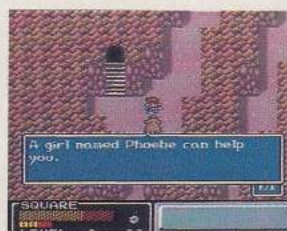
Fire Spell (p. 15), Magic Ring (p. 28), Steel Helm (p. 29), Cat Claw (p. 30), Libra Crest (p. 32), Wakewater (p. 33), Heal Spell (p. 35), Jumbo Bomb (p. 35), Noble Armor (p. 37), Magic Mirror (p. 37), Knight Sword (p. 38), River Coin (p. 38), Venus Key (p. 39), Exit Spell (p. 39), Venus Shield (p. 40).

FOCUS TOWER



White awaits you

When you enter the Focus Tower, you'll see White waiting for you. You'll learn of the existence of someone named Captain Mac. More importantly, before he disappears he'll tell you about a young woman named Phoebe, who might be able to help you. Go find her!



Open the Tower door with the Sand Coin

When you come out on the first floor of the Focus Tower look for a door that bears the same design as that on the Sun Coin you took from the Bone Dungeon. Stand before the door in question, and press the A Button. Hey!, it opened! Now you have a new path to explore. Proceed to the second floor of the Tower, and don't exit the floor until you've collected the Fire Spell.



Hidden Doorway

The path leading through the B 1 level of the Focus Tower is long. But if you use this hidden doorway, you'll zip through in no time!



FIRE SPELL

This Black Magic Spell allows you to cast a wall of flames at your enemy. You can cast this Spell at one or all of the enemy. Simply select the Spell using the Control Pad, and press the A Button. Then select one enemy, or press up on the Control Pad to select the group. Press the A Button again and grab your hot dogs!



ABOUT THE FOCUS TOWER

There are many entrances to the Focus Tower, which stands at the center of the World. In time you'll have to use them all. There are a total of 4 sealed doors in the Tower. In order to open them, it is necessary to find or win the magical coins which unlock them. As you receive the coins, head into the Tower, and make your way to new areas of the World. The last doorway blocks the path to the top of the Tower. What pleasant surprises await you there?



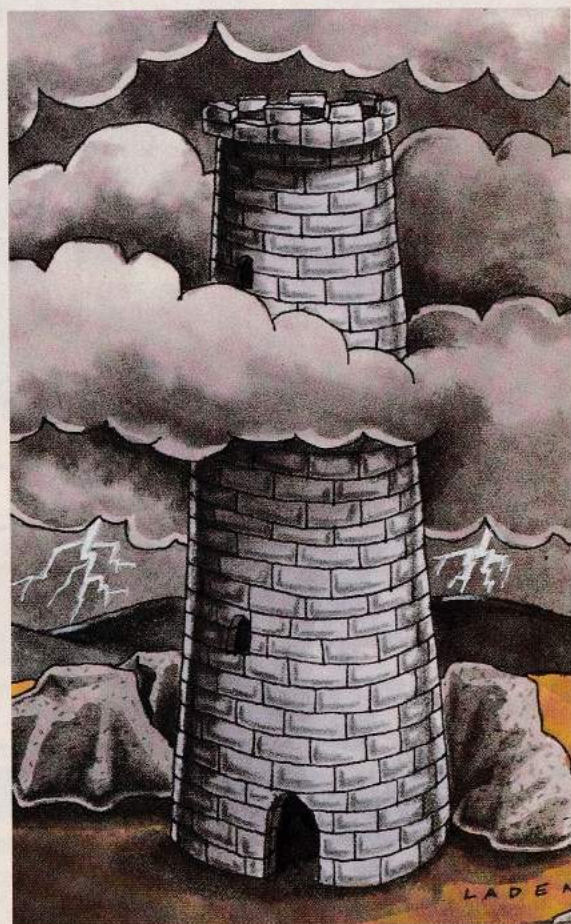
The 4 sealed Tower doors...



So many entrances!



Knights once met here.



BATTLEFIELD -4-

MONSTER:

Mintmint

The Mintmint appears in this Battlefield. Beat them all, and you'll receive 99 experience points! Power up!



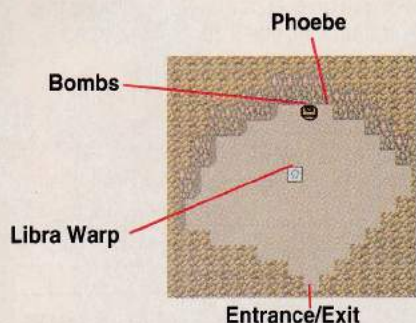
MINTMINT



Resembles a Brownie, but is far, far meaner. If one glares at you, you can become confused, so work fast!

LIBRA TEMPLE

Libra Warp Point



Enter the Libra Temple and you'll see a strange spot on the floor with a design on it. At this point, nothing will happen if you step on it, but soon it will operate as an important Warp Point, and open a path for you. To use this device, you need to have a Crest that is adorned with the same design as that seen on the Warp Point. You must find this Crest, wherever it may be, and return to this Temple.



Phoebe joins you!

Continue further into the Libra Temple, and you'll notice someone standing there. Talk to her, and you'll find out she's pretty frustrated. Her town is frozen, her Grandfather trapped somewhere...she feels hopeless. You ask her for her name and are astonished to learn she's the very person White told you to find! When she joins you, continue on to Aquaria to begin the next leg of your quest.



PHOEBE

Granddaughter of Spencer, master archer, and expert with Claw-type Weapons. She can cast Cure, Heal, Life, Fire and Thunder Spells, and makes great chicken soup, too!



LEVEL	15
HP	680
WEAPONS	Cat Claw, Bow of Grace
HELMET	None
ARMOR	Mystic Robe
SHIELD	None
OTHER	Magic Ring



BATTLEFIELD -5-

MONSTERS: Mintmint, Giant Toad

Grab 300 GP after clearing this Battlefield!



GIANT TOAD

Lashes out with poison tongue, then exhales breath so foul, it paralyzes you!

BATTLEFIELD -6-

MONSTERS: Mintmint, Giant Toad, Scorpion

Since you have an Ally with you (Phoebe) this Battlefield is a breeze. But use caution, as these monsters are loaded with poison. Clear 'em out, though, and you'll receive a prize: the Magic Ring.

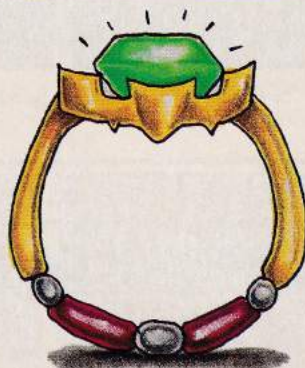
SCORPION



Meaner and bigger than you've ever imagined, this scorpion attacks with its tail and huge pincers! Oh, and the tail harbors a poisonous stinger, so step nimbly!

MAGIC RING

Having the powerful magic of the Ancient Wizards, this ring radiates a curious aura of power. The ring protects a wearer from any Silence Spells, and instantly increases Defense and Evade (Status) levels.



AQUARIA

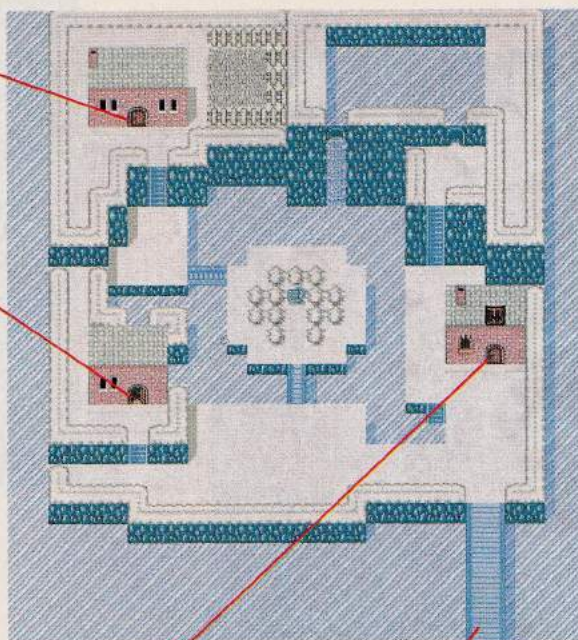
Gemini Warp

Point Steel

Helmet
Refresher

Phoebe's
House

Heal Potion



Inn, Bomb Shop

Entrance/Exit

Enter Phoebe's House

After entering Phoebe's House, you'll find out why Spencer is trapped: ice blocks off the entrance and exit to the tunnel he's digging under the house! You realize that the people of the town won't stop suffering until the ice is melted. But to melt the ice, you'll have to get a hold of some Wakewater. To get to the Wakewater you need the Libra Crest, which was stolen by the monster in the Wintry Cave. Whew! Go beat up the monster, and get that Crest back!



Spencer is digging a tunnel...



But he can't get out of it!

Listen to the townspeople

Among other things, the folks in the town will tell you that the monsters in the Ice Pyramid are invisible! That is, unless you have the Magic Mirror. Also, you hear that the Crystal of Water is in the Ice Pyramid. Find the person selling Steel Helmets if you want one!



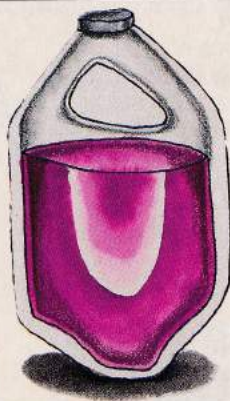
Inns and Shops

You'll find both Inns and Shops in Aquaria. Step up to the counter, or the strolling merchant, and you can purchase necessary Items, etc. It'll cost you 95 GP to stay at the Inn. See p. 9 to review Inn and Shop usage.



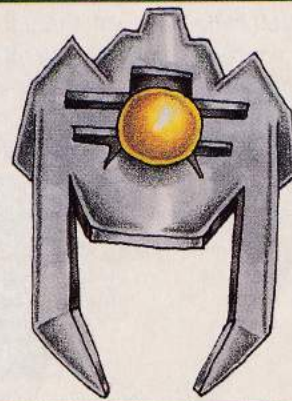
REFRESHER

A powerful stamina-providing herbal brew, usable only during Battle. When a monster has decreased your Attack or Defense rating, restore it with a sip of Refresher.



STEEL HELM

Buy it in Aquaria for only 200 GP! It's your basic metal head protector, but it will definitely increase your Defense Rating. Buy it!



BATTLEFIELD -7-

MONSTERS: Giant Toad, Scorpion, Edgehog

Beat up all the monsters in this area, and you'll receive 99 Experience points.



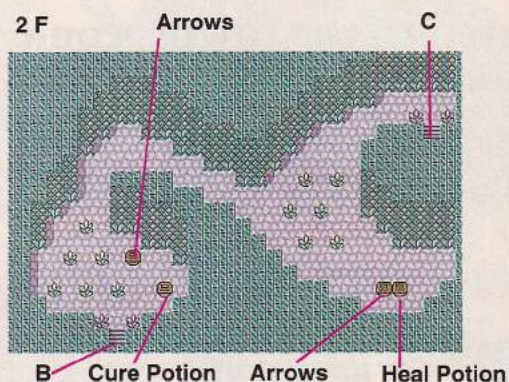
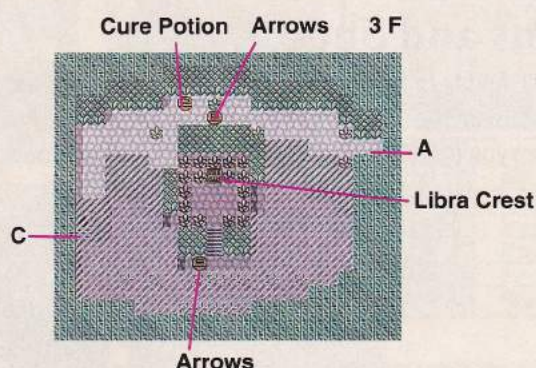
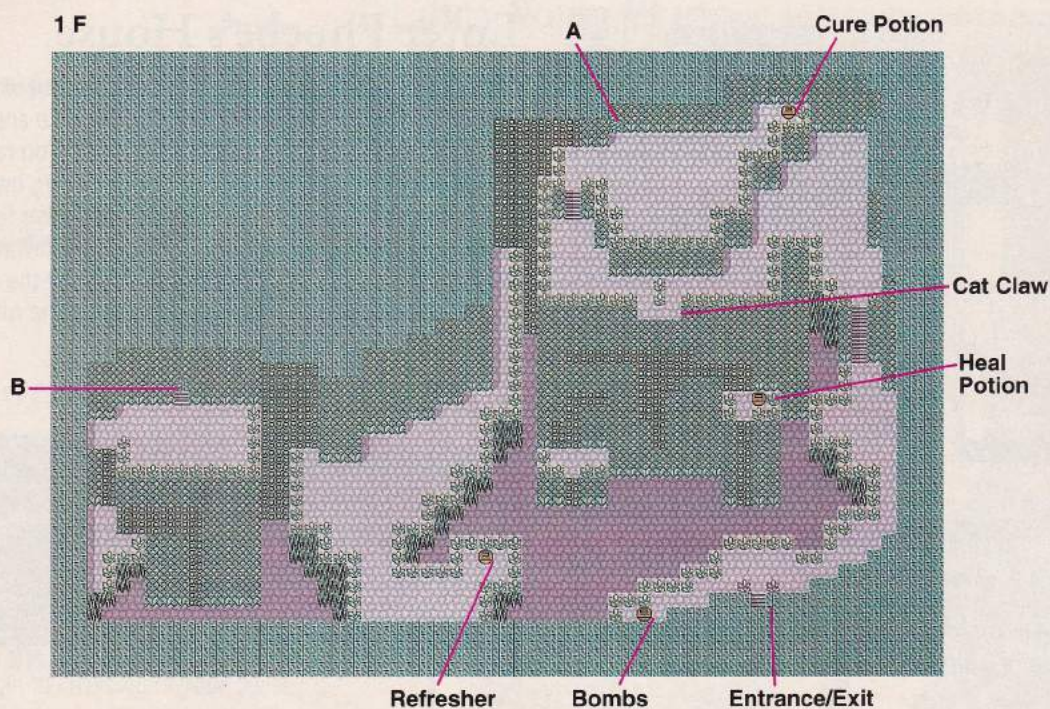
EDGEHOG

Overgrown rodent that attacks with sharp quills. Can cause Sleep and Paralysis.

WINTRY CAVE

MONSTERS:

Sparna
Land Turtle
Centaur
Edgehog
Scorpion
Land Worm



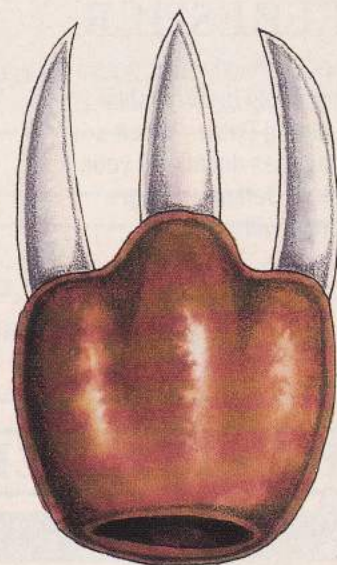
Phoebe gives you the Cat Claw!

As you battle your way through the Wintry Cave, you suddenly take a fall off the path. But Phoebe clings to the sheer cave wall! What the...? She tells you about the Cat Claw that has saved her from a fall, and then gives it to you! Now you can creep up and down cave walls!



CAT CLAW

Looks like a bunch of steel claws, and feels like them too, at least to your enemy. Can cause a monster to become paralyzed if the claws dig deep enough. To use the claw after you receive it, equip it, hold the A Button down, and use the Control Pad to climb or move left and right.



Open the entrance with a Bomb

To open the 2 doors in this cave blocked by stones, walk up to each door, equip yourself with Bombs, and press the A Button.

Entrance A



Entrance B



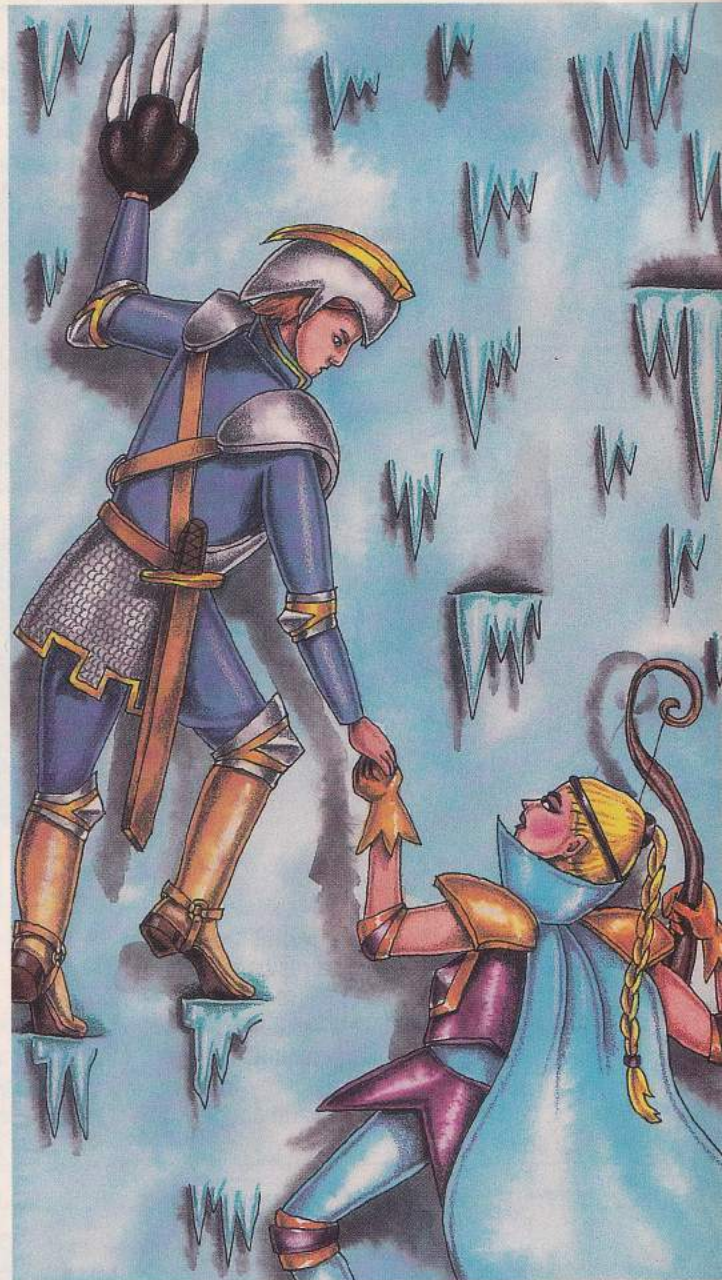
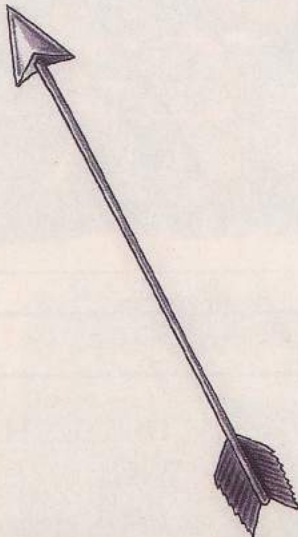
Go in here!

Use a Bomb to clear the doorway at the north end of the cave (point A on the map at left). Walk into the new passage, and you'll see 2 Chests. You can walk on the ice (diagonal lines) to reach the other Chest. More importantly, you'll see the evil Boss Monster Squidite. You can't jump him from here. Find your way down to the first floor, and then back up to that section of the third floor (see map).



ARROW

You'll need to replenish Phoebe's supply of arrows as she uses them. The arrows have no special properties, but the powerful Bow of Grace shoots them like lightning! You can gather as many as 99 arrows for Phoebe.



LAND WORM



Gigantic, elongated garden hose of a brute that spits sand (lowers your Speed) and causes earthquakes.

CENTAUR



Head of a man, body of a horse and not too happy about it. Attacks with a bow as well as a pretty good kick. Don't let him Confuse you, either...

SPARNA



The worst of a person and an eagle, this creature attacks with its beak and claws. Its wings create deadly whirlwinds.

LAND TURTLE



This shell-protected amphibian can't cast Spells, but attacks with claws (causes paralysis) and poison.

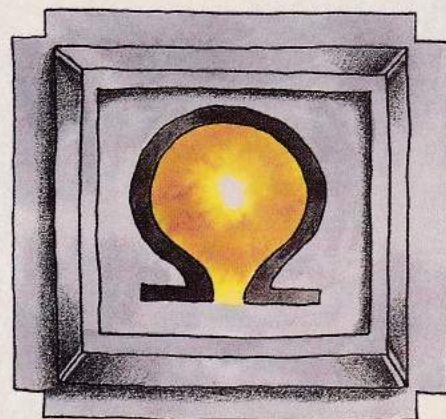
Grab the Libra Crest

Make your way further and further into the Wintry Cave, and finally you'll arrive at the platform upon which the Squidite sits. He's rather formidable looking, but you have to beat him in order to reach the Chests he's guarding. After dispatching this pest, walk up to the Chest and press the A Button to remove the Libra Crest. You'll need it to Warp from the Libra Temple to the Life Temple to get some Wakewater.



LIBRA CREST

The ancient Libra Crest is literally thrumming with mysterious power. Take it to the Libra Temple and stand on the spot on the floor that looks like the design on the Crest. Bingo!, your Warping! But you're not a World traveler now—you can only Warp to the one location accessed by the Crest. See p. 66 for more info on Crests.



SQUIDITE

A huge, rubbery and powerful foe just itching for a fight. Once a resident of the deep ocean, this beast took to the land to find the kind of food that would allow it to grow to its present size! With its oversized suckers it can draw energy from you, and then turn around and shock you like an electric chair.

Squidite		
BATTLE	RUN	CONTROL
HP	Battle Power	Defense Power
2500	50	50



BATTLEFIELD -8-

MONSTER: Desert Hag

Here you'll only have to fight Desert Hags. Go 10 rounds with them and you'll pick up 600 GP!



DESERT HAG



This fish-person stores water for months to live in desert-like places, and can direct this water at you with devastating results!

LIBRA TEMPLE

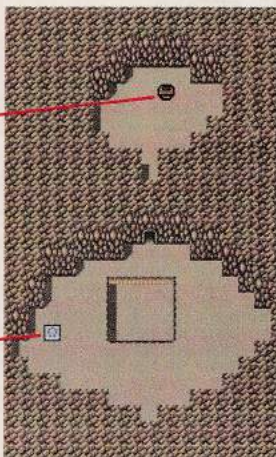
LIBRA TEMPLE

Now you're back at the Libra Temple, after having fought for, and won, the Libra Crest. Last time nothing happened when you stepped on the strange spot on the floor. This time when you step on the Warp Zone,

you'll be zipped off to the Life Temple. Now you can get some of the magical Wakewater to thaw out the town of Aquaria.



LIFE TEMPLE



Cure Potion

Libra Zone

White gives you what's left of the Wakewater

Before you know it you've arrived at the Life Temple. The only problem is that there appears to be no Wakewater there—it has all evaporated! But not to worry, you hear a noise coming from the other room, and go to find its source. It's White! He calms your fears, and explains that he was able to collect the last remaining bit of Wakewater. Take it, and return to Aquaria immediately!



WAKEWATER

An ultra-pure liquid that flows from the ancient spring in the Life Temple. Linked to the power of the Crystal of Water, Wakewater once sparkled brightly, and

had magical healing properties. Now there is little left of it, and its strength is fading fast.

AQUARIA

Wakewater the Medicine Plant!

You've raced back to Aquaria with the Wakewater, and you make your way to the Medicine Plant, at the heart of the town. You close your eyes, cross your fingers and pour forth the Wakewater. And only the Medicine Plant thaws out. You've only one option remaining—to go to the Ice Pyramid, and restore the Crystal of Water's radiant light.



The Cure Potion merchant

Go to the Inn, and talk to the merchant there who earlier complained that he couldn't make any Cure Potion—all the herbs were frozen solid under ice! Now that you've melted the ice from the Medicine Plant, you can obtain some Potion from him.

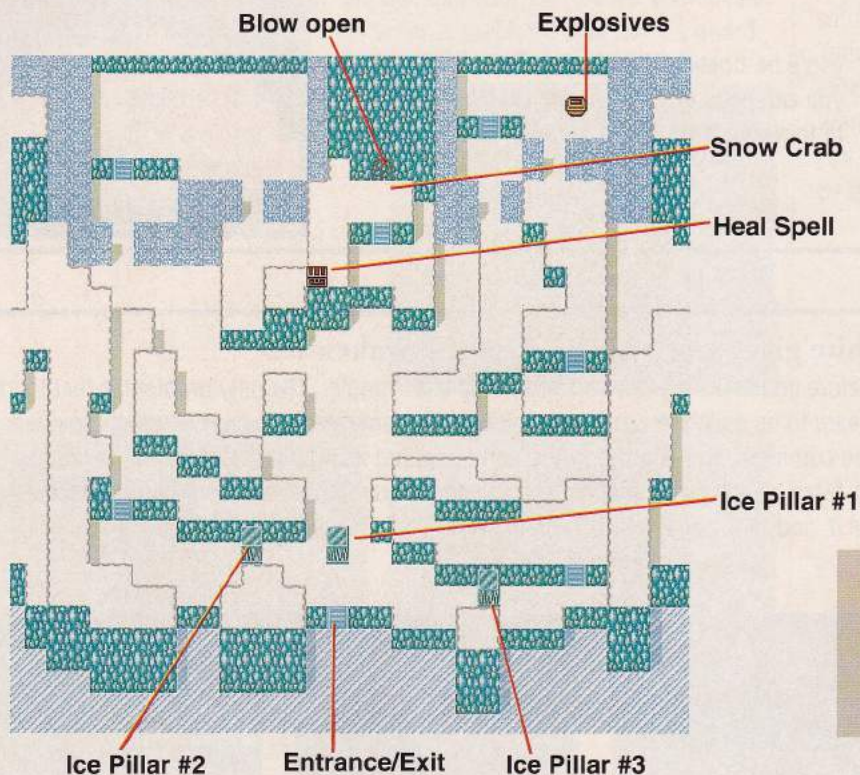


He said he couldn't make any Potion.



But thanks to you, now he can!

FALLS BASIN



MONSTERS:

Desert Hag

Lamia



LAMIA

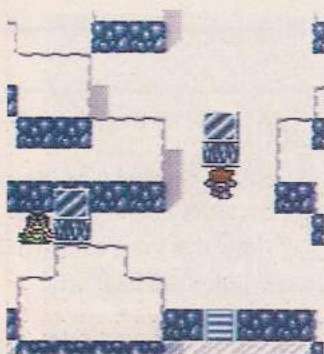
Top half man, bottom half snake, this monster likes to sing people to sleep. His stare has the ability to confuse people...

Moving the Ice Pillars

In order to get to the Ice Pyramid, and then the Crystal of Water, you must first open the door in the Falls Basin. However, you've chanced upon a real puzzle here. How do you reach the door? The secret lies in the use of the 3 Ice Pillars

that slide about the Basin floor. Use them to jump across gaps that are otherwise too wide (see photos below). Oh, you'll also have to thrash the Snow Crab that guards the door. Got any hot Spells?

TAKE 1



TAKE 2



TAKE 3

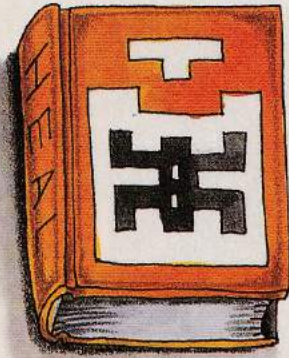


TAKE 4



HEAL SPELL

With this Spell you can heal all sorts of status problems, such as Sleep, Poison and Confuse—great when you don't happen to have any Heal Potion! You can only heal one person at a time though, so some enemies can really give you problems.



JUMBO BOMB

Much more powerful than a mere Bomb. Originally used to blast stone from quarries, these things also have quite an effect on irritating monsters.

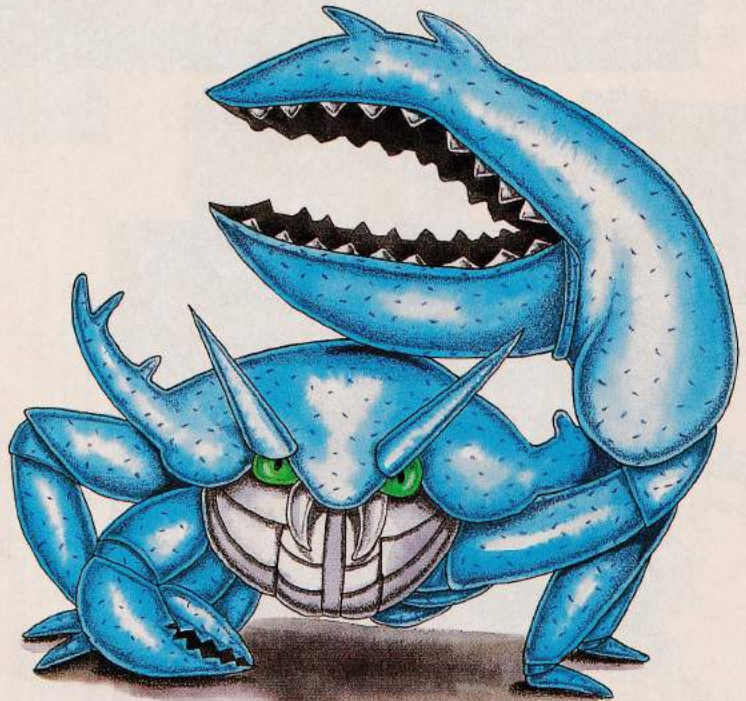


SNOW CRAB

This type of crab chooses to live in snow and ice. Usually it waits quietly for prey to come near, and then it jumps out and attacks. It lashes out with its claw, and also is known to fling freezing foam at its enemies. Bring your handkerchief?



HP	Battle Strength	Defense Power
3000	100	50



Phoebe teaches you about Jumbo Bombs

After you defeat the Snow Crab you can approach the door he was guarding. There's no way a Bomb can do anything to open that! But your saved! Phoebe just happens to know how to use Jumbo Bombs. The door opens to the Ice Pyramid.



BATTLEFIELD -9-

MONSTER: Desert Hag, Lamia, Mage

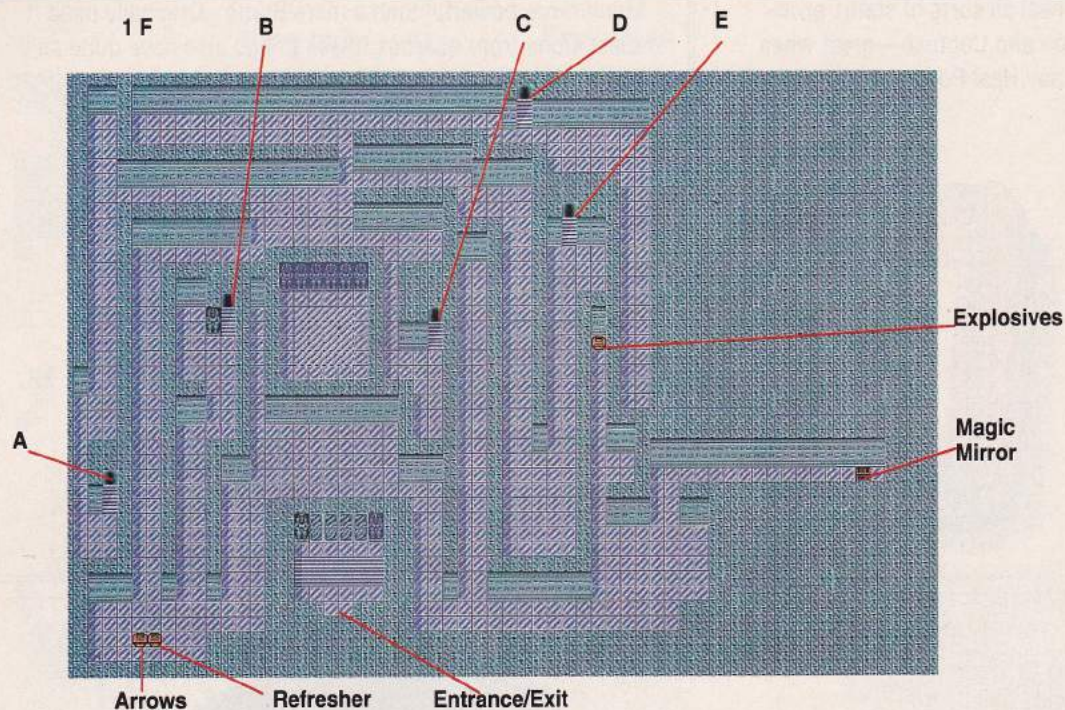
3 equally disgusting kinds of monsters appear here. Go 10 rounds with them, and you'll pick up 540 Experience points.



MAGE

A powerful master of Black magic, look out for this guy's Blizzard Spell. He can Cure himself, too.

ICE PYRAMID

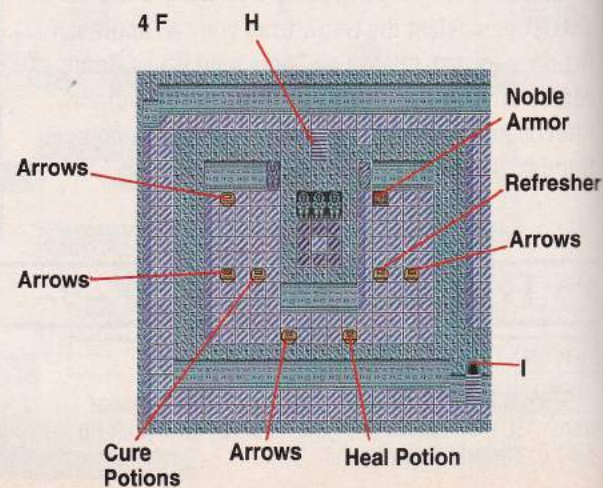
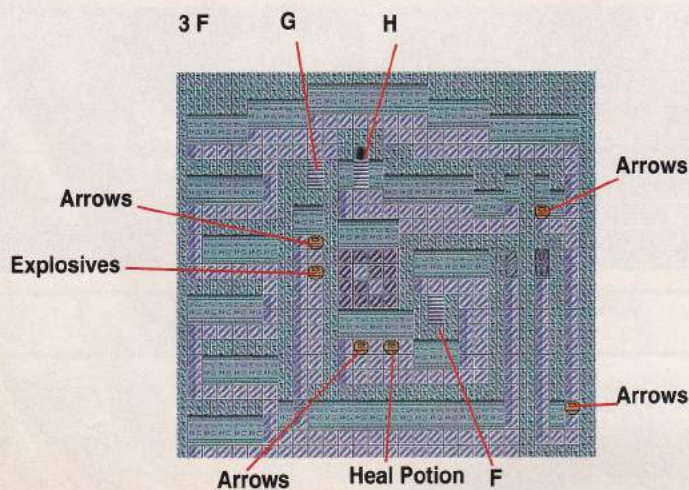
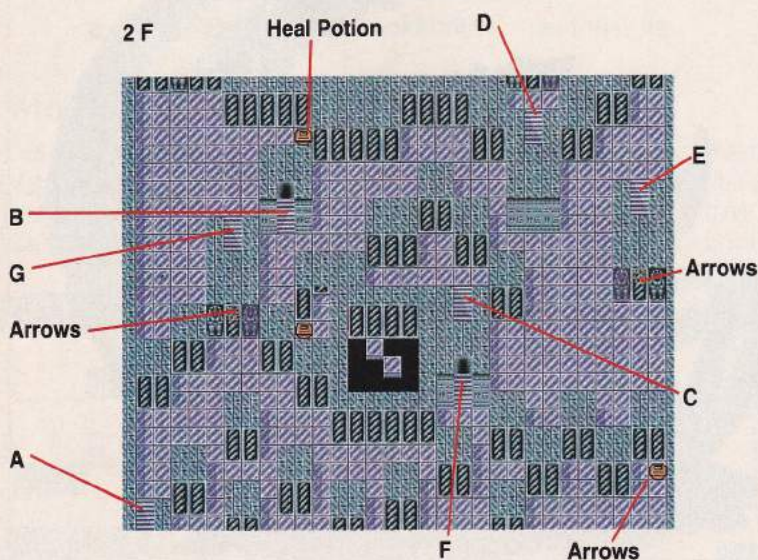


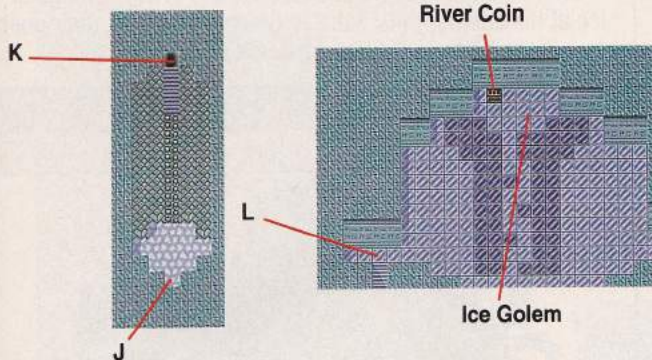
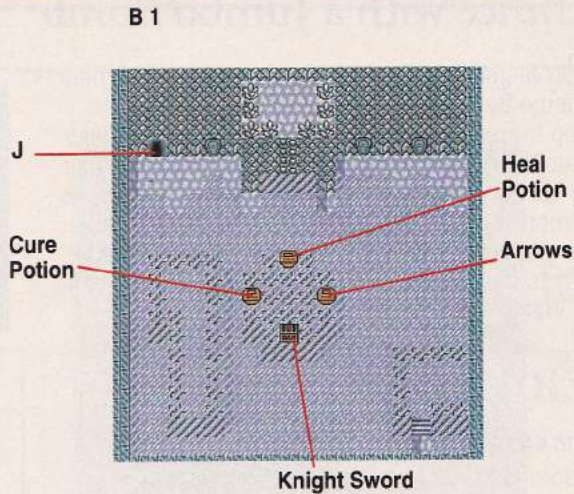
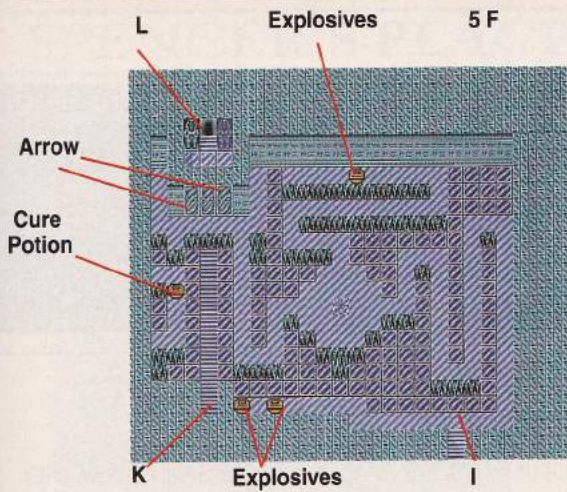
MONSTERS:

Desert hag
Stoney Roost
Mage
Phanquid
Sphinx
Gatherer
Freezer Crab
Lamia

Flick the switches with your sword!

When you enter the Ice Pyramid, you'll note that the entrance is locked. Phoebe helps you identify something shining within the statues, and what do you know? You've discovered a hidden switch! If only you had something you could extend into the statue to flick the switch...of course! Your sword. You stand in front of the statue, equip your sword, and press the A Button. Open sesame!





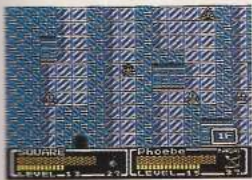
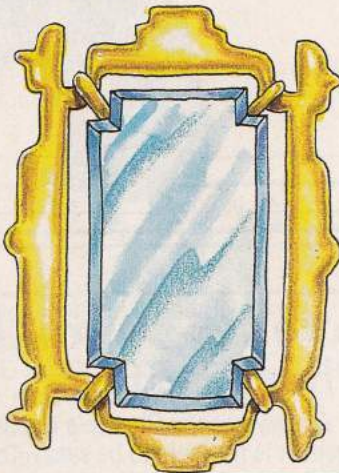
Jump down from the 5th floor to reach the 4th!

From the 4th floor you can see a room with Treasure Chests in it, but there's no statue with an open switch for the room! To get into this room, first proceed to the 5th floor, and you'll be able to jump down into the 4th floor. Grab the Noble Armor here.



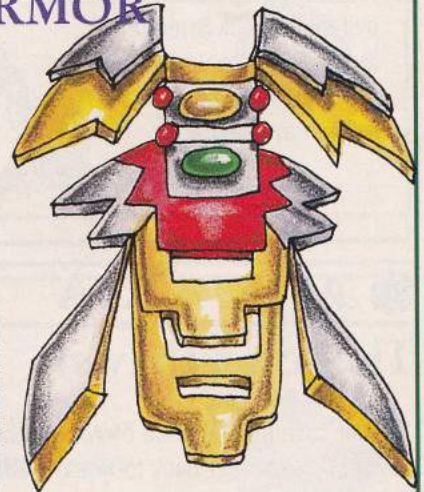
MAGIC MIRROR

Created by a great magician, it is said that this mirror allows you to see the true nature of things, even if a creature makes itself invisible.



NOBLE ARMOR

Powerful magical armor that resists poison attacks. The technique of its manufacture long forgotten, there are few of these kinds of relics left in existence.



STONEY ROOST

A master of the dark magic that petrifies enemies, this winged beast makes a habit of impaling its prey with its beak.



PHANQUID

Another rubbery nightmare to contend with! This creature delights in shooting deadly ink at its enemy. It then absorbs its enemy's vital energy, or electrocutes it!



SPHINX

A man's head on a lion's body, and wings too! Intelligent to a fault, it Confuses enemies with its riddles.



GATHERER

An eerie creature that consists mostly of an enormous eye. It attacks enemies with an energy beam that shoots out through the eye. Its intense stare can Paralyze enemies.

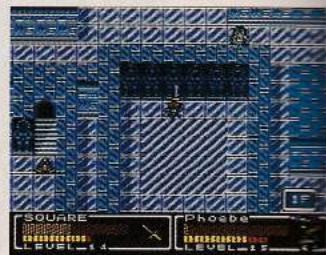


FREEZER CRAB

A claw thrashing, freezing foam-blowing brute. It uses ultrasonic tones to strike, and Confuse, its enemies. Hit it quick, before it can get you on to its dinner plate.

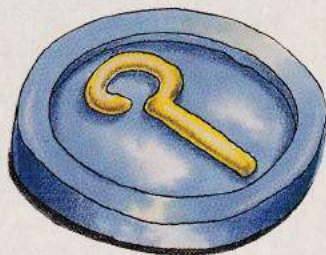
Break the ice with a Jumbo Bomb

Now that you've got the Noble Armor, return to the 5th floor. Detonate a Jumbo Bomb on the thin ice in the middle of the floor, and jump through the resulting hole. As you land, keep jumping off into the darkness you see below. Find the hidden switch on the 1st floor, and then jump to level B 1 to meet the Ice Golem. Problem is, the Golem disappears on you! Blow open a hidden stairway in the lower right of the screen, and make your way to the upper left. Next stop, the Ice Golem and the Crystal of Water.



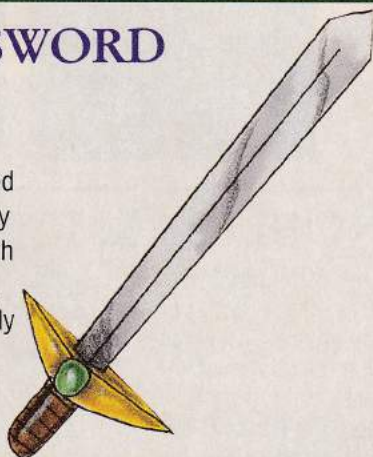
RIVER COIN

The key to one of the 4 sealed doors in the Focus Tower. Energized by the Crystal of Water, the River Coin is ready to unlock the next pathway, and open the next adventure.



KNIGHT SWORD

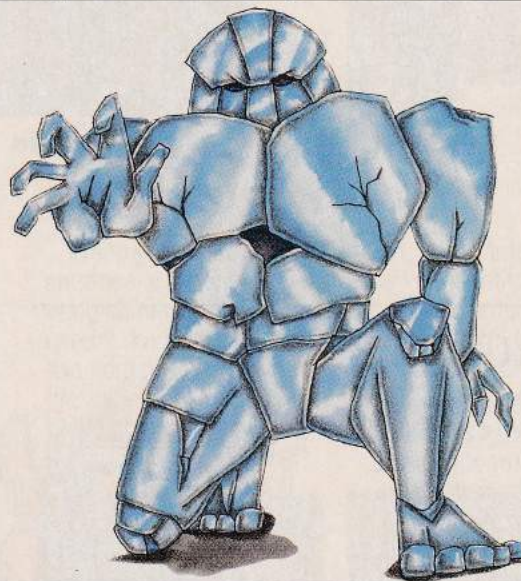
A powerful battle sword made for a legendary knight, who used it to defeat a particularly evil foe. Attack Strength increases dramatically, but since it's heavy, only a few may wield it.



ICE GOLEM

Made up of tons of living ice, the Ice Golem glows with an evil vitality. He has absorbed power from the Crystal of Water, and has grown quite strong. He throws blocks of ice at his enemy, puts them to Sleep and drains their energy. Since he's made of ice, he's weak against fire...

HP	Battle Strength	Defense Strength
6500	80	48



AQUARIA

The town thaws!

After saving the Crystal of Water, Phoebe speeds back to Aquaria. Follow her back to Aquaria after grabbing the River Coin. When you enter the city you won't believe your eyes. The ice is gone and things are growing again. Now maybe you'll meet Spencer. Head to Phoebe's house, quick!



Into the caverns beneath Phoebe's House.

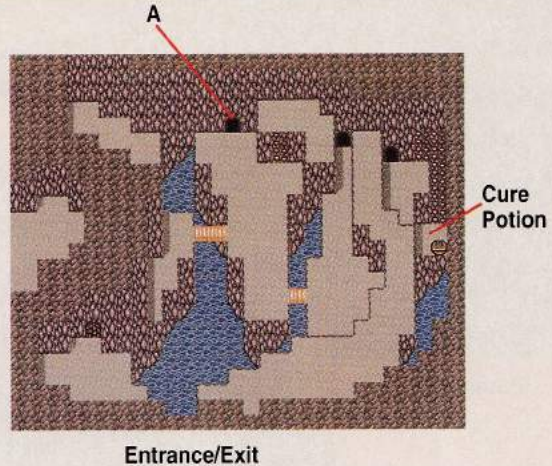
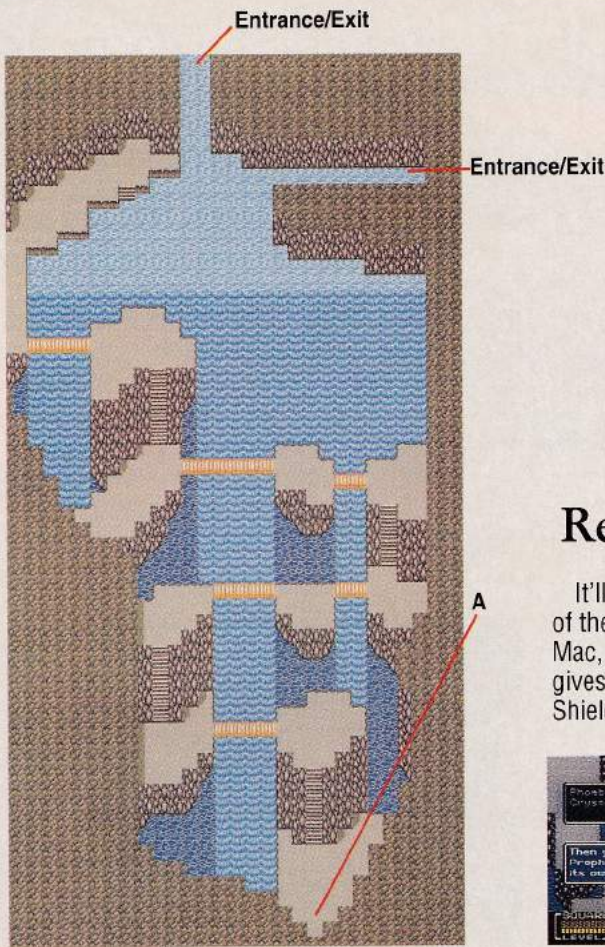
When you enter Phoebe's House, Phoebe is there, but Spencer is nowhere to be seen. Talk to her and you'll learn that Spencer is tunneling away beneath her house! It's up to you to go and find him...



Spencer's still tunneling away.

Enter the tunnel here.

SPENCER'S PLACE



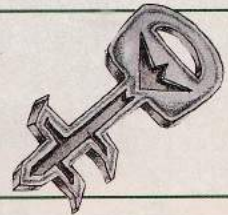
Receive the Venus Key from Spencer

It'll take a while, but you'll finally reach Spencer in the very recesses of the caverns. Talk to him and you'll learn that Kaeli's father, Captain Mac, and his ship are trapped high and dry on a rock ledge. Spencer gives you the key so that you can unlock the Chest holding the Venus Shield, which is hidden in an unexplored part of the Focus Tower.



VENUS KEY

Only this key will unlock the Chest in the Focus Tower that contains the Venus Shield. The key has been handed down from father to son for centuries, for use only by a Knight of the Light.



BATTLEFIELD -10-

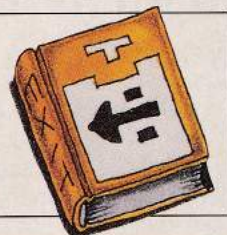
MONSTERS:

Phanquid
Sphinx

In this Battlefield you'll be fighting Phanquids and Sphinxs to receive the important Exit Spell. CAUTION: These monsters have many special attacks, so it's pretty tough to beat them by yourself.

EXIT

The Exit Spell can be used in dungeons, caves, and so forth to transport you directly to the entrance/exit. Use it on an enemy to transport the beast into the nth dimension! Bye bye!



BATTLEFIELD -11-

MONSTERS:

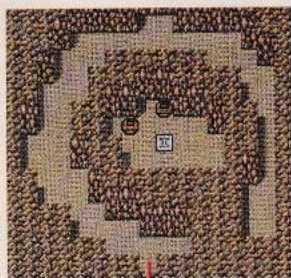
Freezer Crabs
Gatherers

Watch out for the above listed monsters, because they pack a real punch with their special attacks. Come back when you have an ally! Reward for clearing #11: 744 Experience points.



WINTRY TEMPLE

Wintry Temple



Entrance/Exit

You can't reach the Chests, yet.

While in the Wintry Temple, you'll see some Chests inside a room. Have patience. You'll be able to Warp into this room after you win the Gemini Crest in Battlefield 13, and find the Gemini Warp Point.



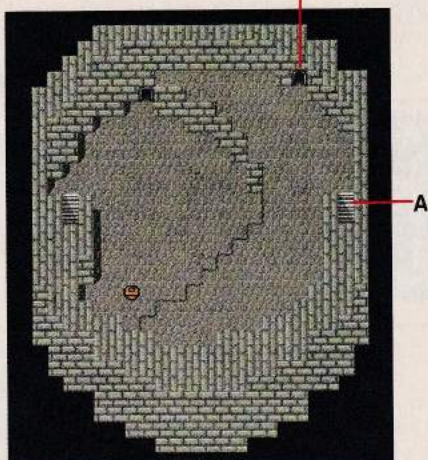
Head to the Focus Tower

Exit the Wintry Temple, and enter the Focus Tower. Go down the stairs to your right and White will be waiting below. He'll tell you that the mysterious character, Captain Mac, raced from his home on some urgent business. Then he'll direct you to find Reuben in the town of Fireburg. Finally, he'll ask you what the statue in the room is for. Try pushing it around. It moves! See page 43 for instructions on how to line it up to open the way to Fireburg.

FOCUS TOWER

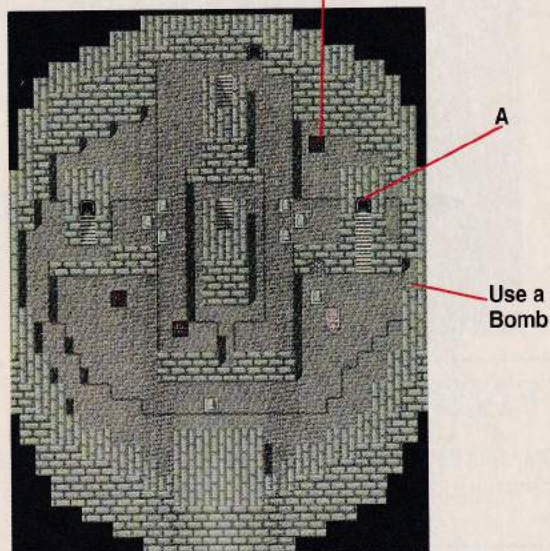
3 F

Entrance/Exit



2 F

Venus Shield



Open the Chest with Spencer's Venus Key

Going south from the Wintry Cave, enter the Focus Tower on the 3rd floor, and proceed down the stairs on the right. Blow up the sealed door you see on the 2nd floor, and open the Treasure Chest there. It's the Venus Shield!



VENUS SHIELD

Like the Knight Sword, the Venus Shield was made for a legendary knight, who used it to defeat a particularly evil foe. The person who wields it becomes strong against paralysis attacks, and finds his or her defense power increased tremendously.



The Crystal of Fire





THE CRYSTAL OF FIRE

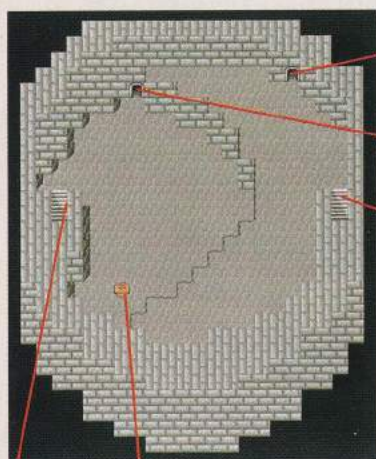


Once you reach Fireburg, you'll soon have a new Ally join you. Together, you'll battle your way through the Mine, scale the Lava Dome, and traverse the labyrinths beneath the Volcano to save the Crystal of Fire.

FIND OR WIN THE FOLLOWING 13 THINGS:

4. Blizzard Spell (p. 43), Gemini Crest (p. 43), Multi-key (p. 44), Mega Grenade (p. 45), Battle Axe (p. 44), Thunder Spell (p. 45), Charm Claw (p. 47), Mask (p. 49), White Spell (p. 49), Moon Helm (p. 51), Life Spell (p. 52), Sun Coin (p. 52), Aero Spell (p. 52)

FOCUS TOWER



Entrance/Exit

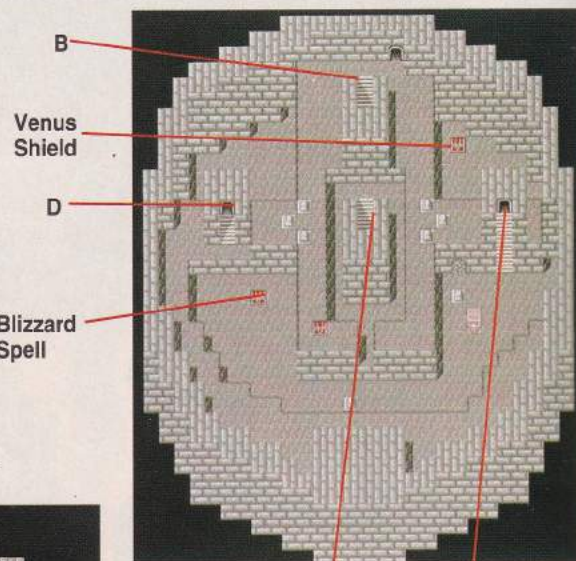
Entrance/Exit

A

D

Cure
Potion

3 F



B

Venus
Shield

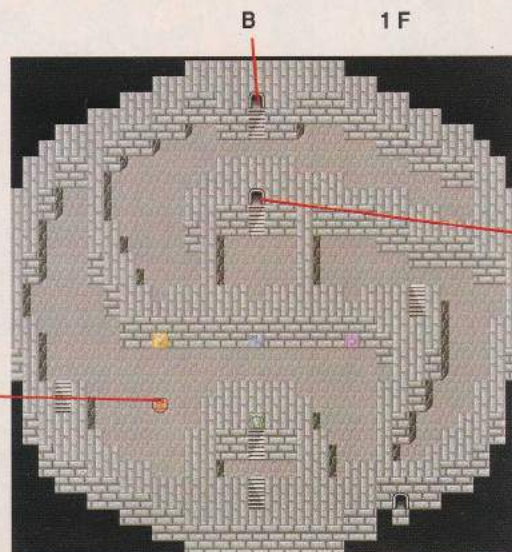
D

Blizzard
Spell

2 F

C

A



B

1 F

C

Explosives

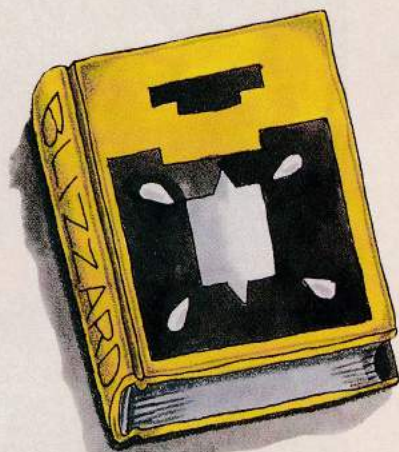
Move the statue

After you have found the Venus Shield you must move the strange statue you see there. First push it toward the left until it hits the wall. Then get behind it and push it all the way down to the lower stone wall. Finally, push it to the left until it hits the stone block poking out of the brick floor. (See photos below.) Then exit the Tower, passing the Wintry Temple, etc. and come in through the East entrance. Find the sealed doors. Stand in front of the one that looks like the River Coin and press the A Button. Go to the 2nd floor, and you'll see the statue that you can now use to jump across.



BLIZZARD SPELL

A Black Magic Spell that creates a sub-zero arctic zone around your enemies, and then sends freezing snowmen to pulverize them. You can select either one or all of your enemies, but you'll get the strongest effect when the Spell is cast on a single, fiery fiend.



BATTLEFIELD -12-

MONSTER:

Jelly

In this Battlefield you'll come up against a particularly obstinate kind of Jelly. Go 10 rounds with them, and you'll receive 90 GP.



JELLY



An angry wad of protoplasm, this monster attacks with acid! It can also absorb energy from you, so make fast work of them.

BATTLEFIELD - 13

MONSTERS:

Sting Rat, Jelly

Be prepared to battle Sting Rats and Jellies here. Go 10 rounds with them, and you'll win the coveted Gemini Crest!



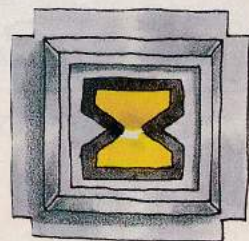
STING RAT



A monstrous rodent, amply covered with needle sharp quills. Stay away from it, though, because the tips of its quills are full of poison!

GEMINI CREST

Magical Crest adorned with the Gemini mark. Just like the other Crests, this one allows you to Warp from one place to another. The ancients created this mode of transportation to make sure they could get places fast in the event of danger. The Crests were once carefully guarded, but became scattered over time. (See page 40 for more details.)



BATTLEFIELD - 14-

MONSTER:

Plantman

The Plantman is the latest enemy to appear in a Battlefield. He's worth pruning, though, because if you last 10 rounds, you'll gain 816 Experience points!

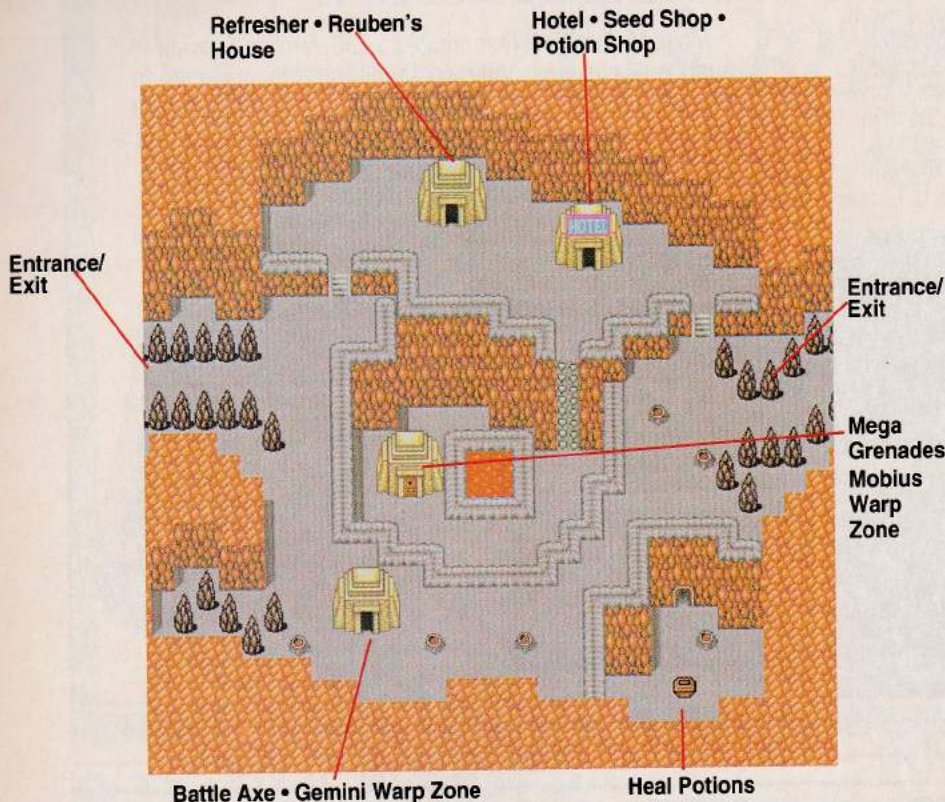


PLANTMAN



Looks like a harmless tree, but when you draw near, it opens its eyes, and launches forth with an attack. Be sure and duck the poison thorns!

FIREBURG



Go to Reuben's House

You've come to Fireburg to find Reuben. You find his house in the northwest area of the town, and learn he has a problem—a boulder has trapped his father in a dangerous area near the Volcano. Are monsters picking their teeth with his bones yet? Reuben joins you, but warns you that you need to find Mega Grenades to blast the boulder with. Only Arion's friend in the Pit House in town can help you. Go see him. Didn't help you? Then go talk to Tristam in the Hotel.



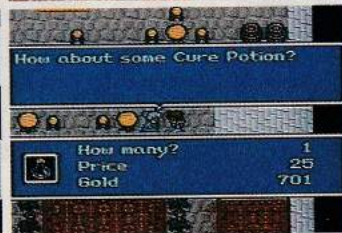
You hear about Mega Grenades...



But how will you get them?

The Hotel & Shops

Enter the Hotel, and the first thing you'll see is a Seed Shop off to the right. A woman sitting at a table in the main room will sell you Cure Potion, so stock up if you need to.



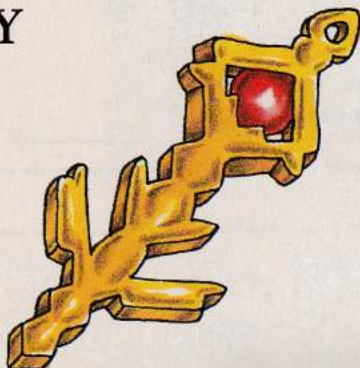
Tristam gives you the Multi-key.

You've gone down into the house in the pit, but have found that the door is locked. Go back to the Hotel, and talk to Tristam again. When you talked to him before, he said he was glad to see you. Explain your problem to him now, and he'll actually help you! Take the Multi-key and go back to the house in the pit.



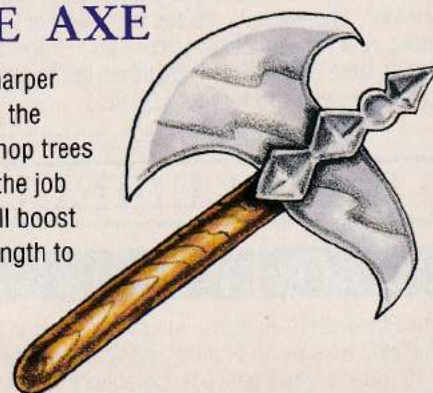
MULTI-KEY

This key magically adjusts itself to fit inside, and open, any lock in existence. It is said the key was crafted long ago by a powerful wizard working part-time as a burglar. Tristam found it while treasure hunting.



BATTLE AXE

Lighter and sharper than Kaeli's Axe, the Battle Axe will chop trees or monsters as the job requires, and will boost your Attack Strength to boot!



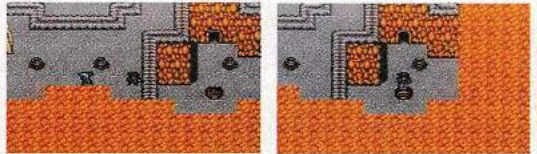
You get a hold of some Mega Grenades!

The Multi-key will now let you enter the house in the pit where Arion's friend is hiding. He explains that he is ashamed of panicking and abandoning Arion on the Volcano. But fortunately, he teaches you about Mega Grenades. Unlike other explosives, these are thrown. Now you have the power to clear any path that is blocked. You also learn the fastest route to save Arion—through the Mine.



How do I reach that Chest?

In the bottom right corner of town you see a Chest, but how do you reach it? Go down into the pit, and at the bottom of the ladder, turn right. It's a hidden pathway!



MEGA GRENADE

The most powerful explosive in the World. Now you can throw an explosive to clear out things that are blocking your path, such as boulders. You won't want to run out of these.

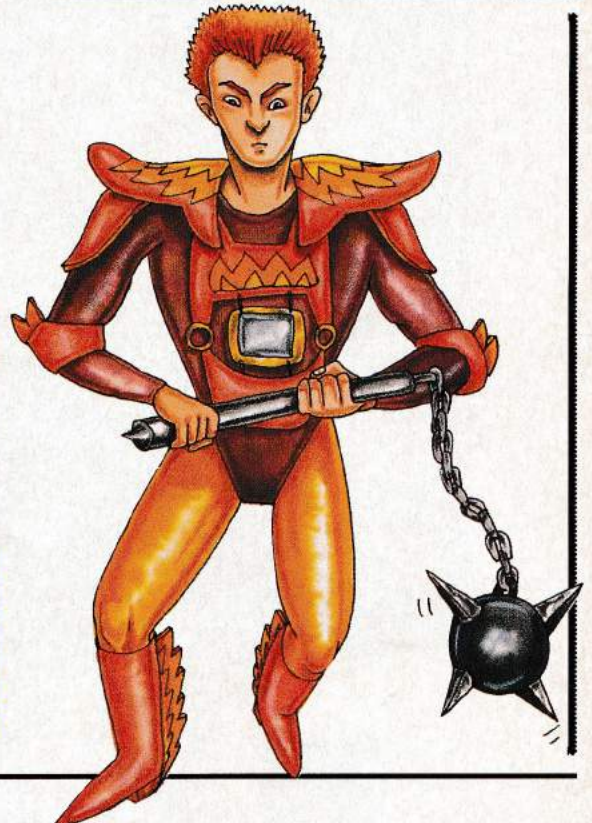


REUBEN

Son of Arion, proud citizen of Fireburg. His fiery red hair, and skill with the Morning Star Mace, mark him as a citizen of Fireburg. He's not so strong in the Spell department though, but he does know how to use Life.



LEVEL	23
HP	1014
WEAPON	Morning Star
HELMET	Steel Helmet
ARMOR	Flame Armor
SHIELD	None
OTHER	Charm



BATTLEFIELD -15-

MONSTERS: Plantman, Sting Rat, Flazzard

Reuben can help you whack these beasts, so put him to good use. Last the 10 rounds and you'll win 1,200 GP!



FLAZZARD



A flaming lizard born deep inside the World, amidst the flowing rock magma. Spits flames, attacks with claws, and can paralyze you, too.

BATTLEFIELD -16-

MONSTERS: Red Cap, Flazzard

These 2 types of monsters haunt this Battlefield. Last 10 rounds with them and you'll pick up the Thunder Spell!

RED CAP



Looks like a Brownie, but sports a red cap. Beware: it has the power to put you to sleep, or confuse you!

THUNDER SPELL

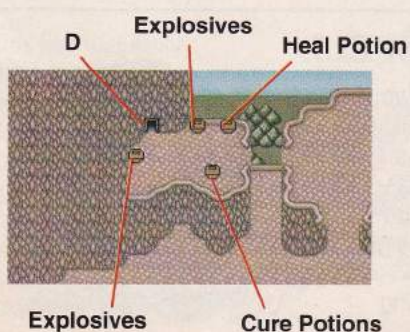
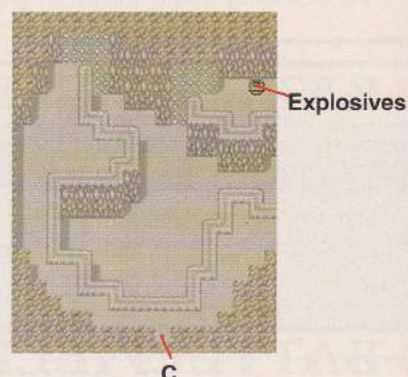
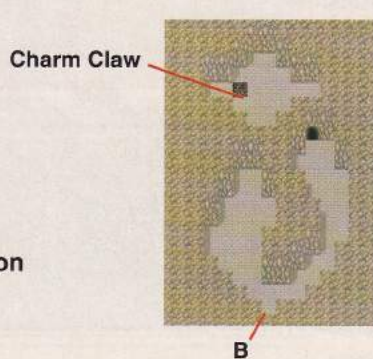
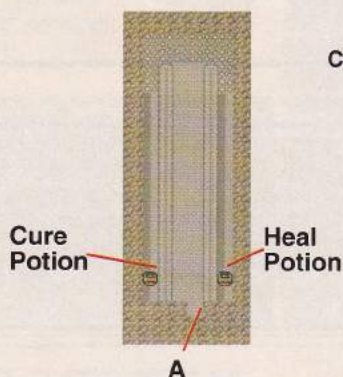
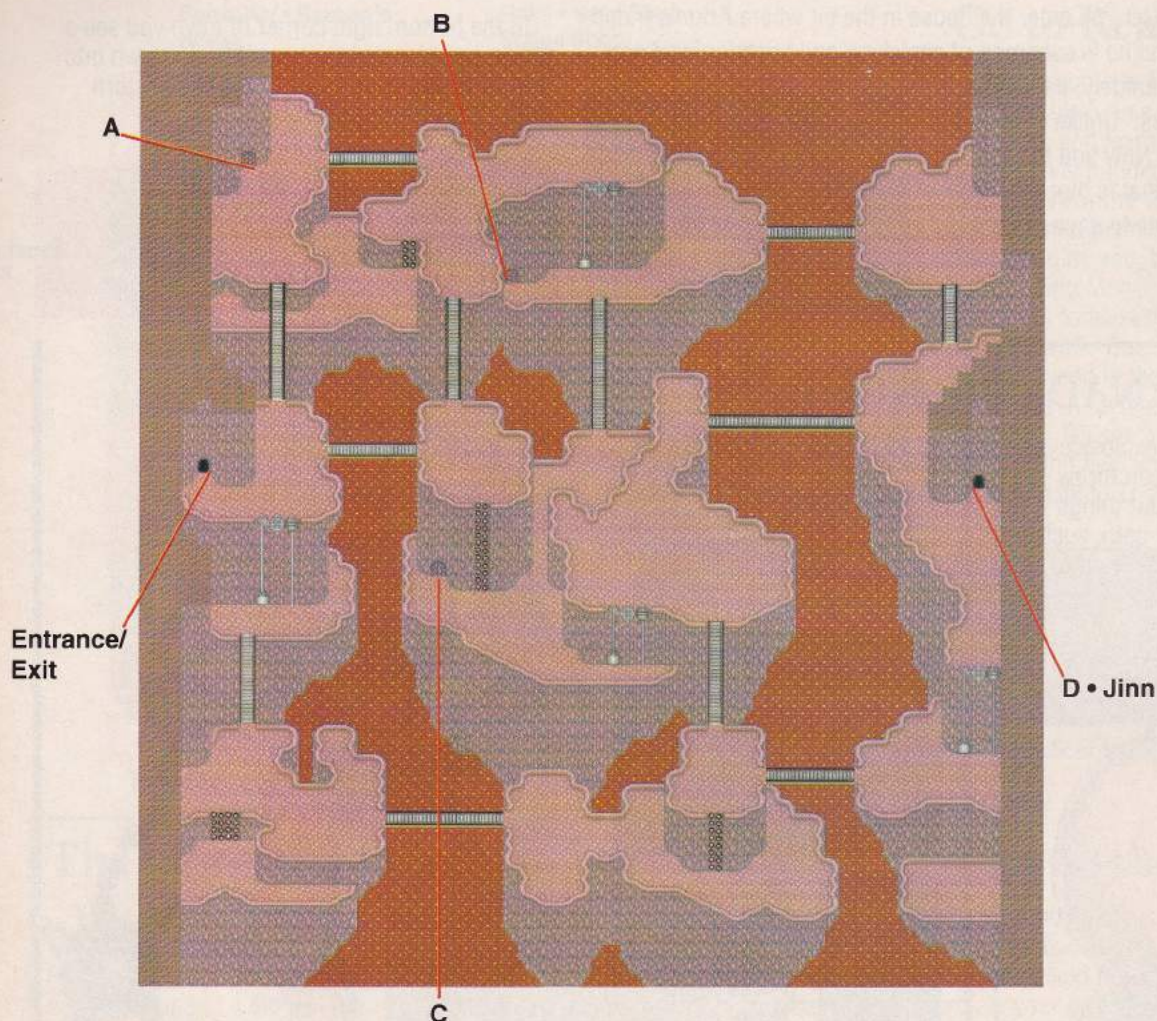
A Spell that allows you to conjure up a fierce electrical storm. Using this magical orb, you can target one or all of the monsters attacking you. Keep a sharp eye on your Wizard Spells Remaining counter.



ABANDONED MINE

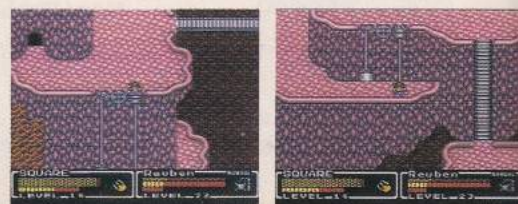
MONSTERS:

Frazzard
Red Cap
Zombie
Red Bone



Pully Elevators

You're using the Mine as a shortcut to save Arion. Just south of the entrance you'll see the first of many Pully Elevators. When the Mine was flourishing, these were used to haul ore out to the surface. Use them to hasten your way through the Mine. Stand in front of an elevator, and press the A Button to lower you—one way—to the next level.



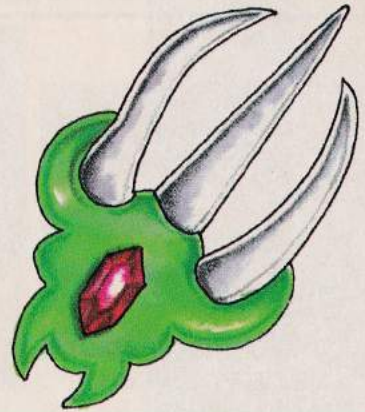
One-way escalators

As you make your way into the Mine you'll notice many one-way escalators. Use them, and the map at left, to make your way to the eastern most area of the Mine, where the evil monster, Jinn, awaits you.



CHARM CLAW

Full of magical properties, the Charm Claw is a relic of days gone by, when great sorcerers battled each other. When you attack an enemy with the Charm Claw, you can petrify, paralyze, or confuse it. But you haven't the power to select the type of Status damage you wish to inflict.



ZOMBIE



These things are rotten, but not dead...yet. They're pretty stupid, and just attack anything that moves without thinking about it. Lookout for poison and bad breath attacks!

RED BONE



Sword-bearing skeletons stained red with...what? They attack with their spooky laugh, and can thus cause confusion and sleep.

JINN

A monster of fire, this brute can transform his size until he seems enormous. But he's really just about the size of an average person, so don't be fooled. He usually attacks with fire, but as you can see, he also wields a fine, sharp blade. Chill him out with a Blizzard Spell.



HP	Battle Strength	Defense Strength
6000	115	58



Give Arion a hand

After toppling Jinn, head out the exit there, and walk to the right, where you'll see Arion across the ravine. At this point, Reuben will lob a Mega Grenade across the chasm, and the boulder will roll away. Arion is safe! Meet him back in Fireburg. Use your Exit Spell to get out of the Mine.



The boulder rolls away

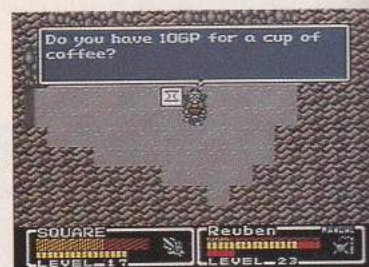
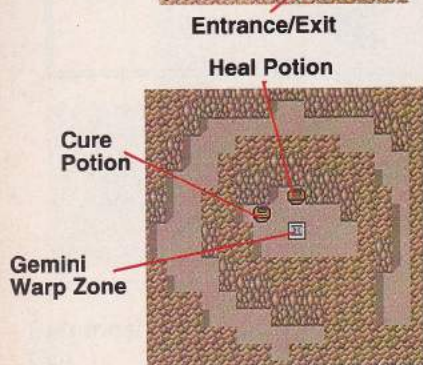
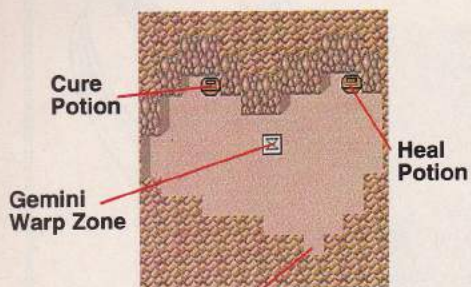
The boulder that blocked Arion has fallen into a chasm. Fortunately for you, it has opened up a new path to the Sealed Temple. What awaits you there?



SEALED TEMPLE

White's in the Temple!

Before heading off to Fireburg or the Volcano, step into the Sealed Temple for a look. Hey, it's White! What grave news does he have for you??? Coffee?? What on earth? Does this mean something? Is he pulling your leg? Before you can ask him what's going on, he zooms away. Yep, White's a strange one, all right.



Warp into the treasure room of the Wintry Temple

Forget about White for a moment. Instead, step onto the Gemini Warp Zone, and see where you end up. It's the Wintry Temple! Grab the Cure and Heal potions, and head back to the Sealed Temple and Fireburg.



BATTLEFIELD -17-

MONSTERS: Ghost, Red Bone, Zombie

Ghosts, Red Bones, and Zombies await you in this Battlefield. Go ten rounds with them, and pick up an extra 1,200 Experience points.

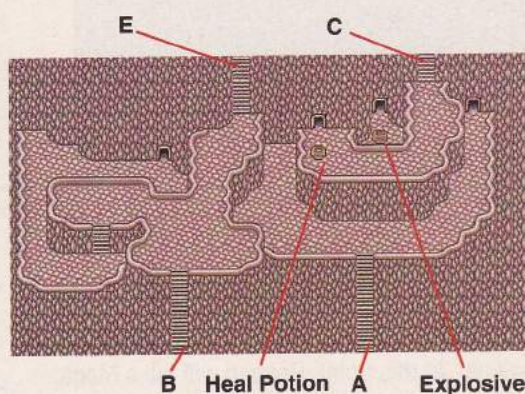
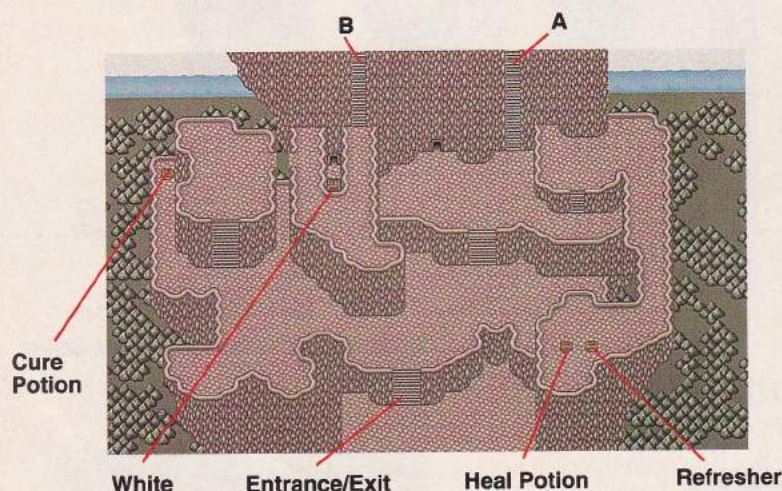


GHOST



Infused with the grudges and hatred of humans, long gone from the World, these wispy critters will try to lull you to sleep. Keep your ears closed, and blast away.

VOLCANO



WEREWOLF

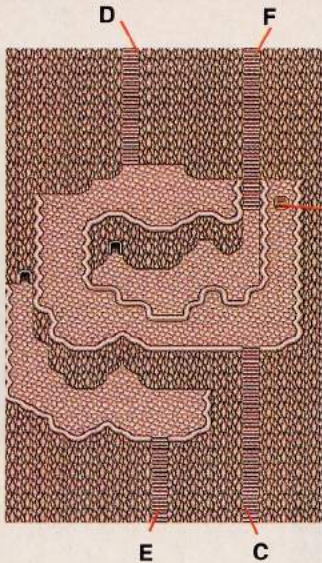


Three heads and lots of teeth, these puppies cast earthquakes, and attack with bad breath and voices which cause confusion.

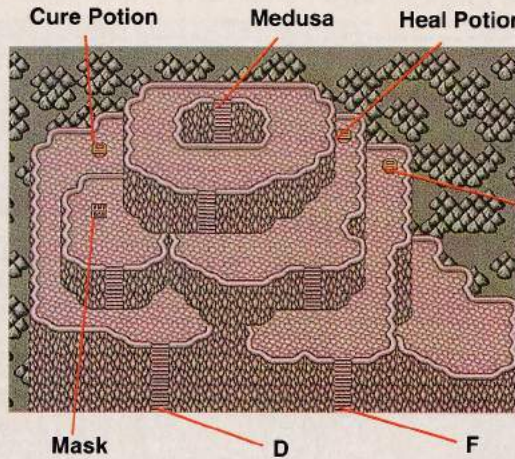
NITEMARE



Monsters that dine on the fear people feel when having nightmares, these beasts attack with vicious kicks, bows and arrows, and like to cause confusion.



Explosive



MONSTERS:

Red Bone
Werewolf
Ghost
Nitemare

CAVES

You've started climbing the Volcano, which leads to the Lava Dome. You see cave entrances into which you disappear. Don't worry. Just go as far as you can. When you run into something, press up, down, left or right on the Control Pad to continue.



WHITE

One of the Wizard Magic orbs of power, the White Spell works something like bleach, to blot out evil and cleanse the World of monsters. It only targets groups of monsters, but does a thorough job never the less.



MASK

The mask favored by people who used to mine gems from the Volcano. Even if you should enter an area filled with sight-reducing gas, this mask will help you see everything around you.



MEDUSA



Don't be fooled by her mild appearance! Medusa's hair is actually a writhing nest of poisonous snakes. She can petrify and confuse you, so hit low and hard first, and apologize later.



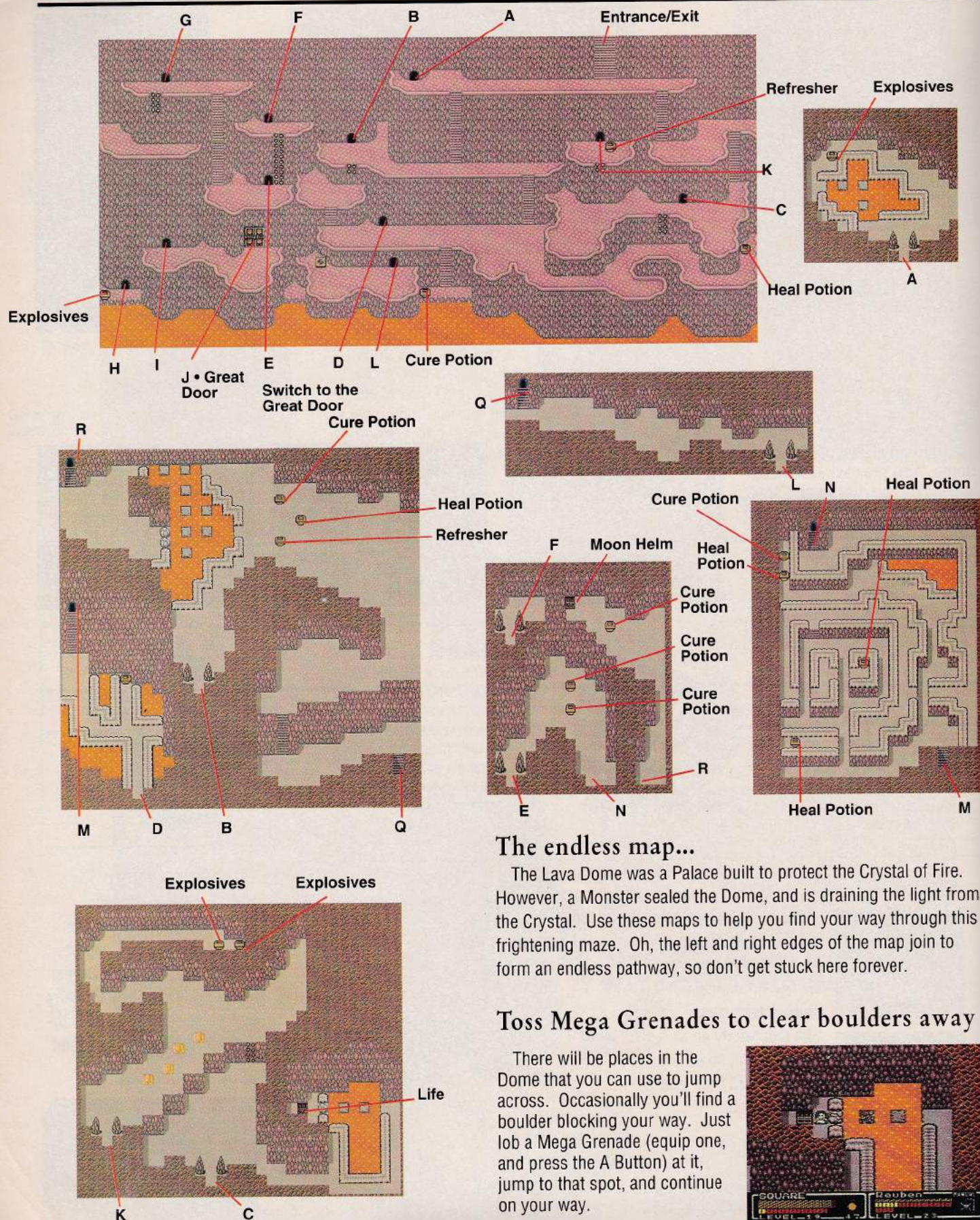
HP	Battle Strength	Defense Strength
6500	26	56

Into the Dome

After beating Medusa, you'll head down the stairs she was protecting, and be able to enter the Lava Dome. The weakening Crystal of Fire is most certainly sealed within the Dome, so make haste!



LAVA DOME



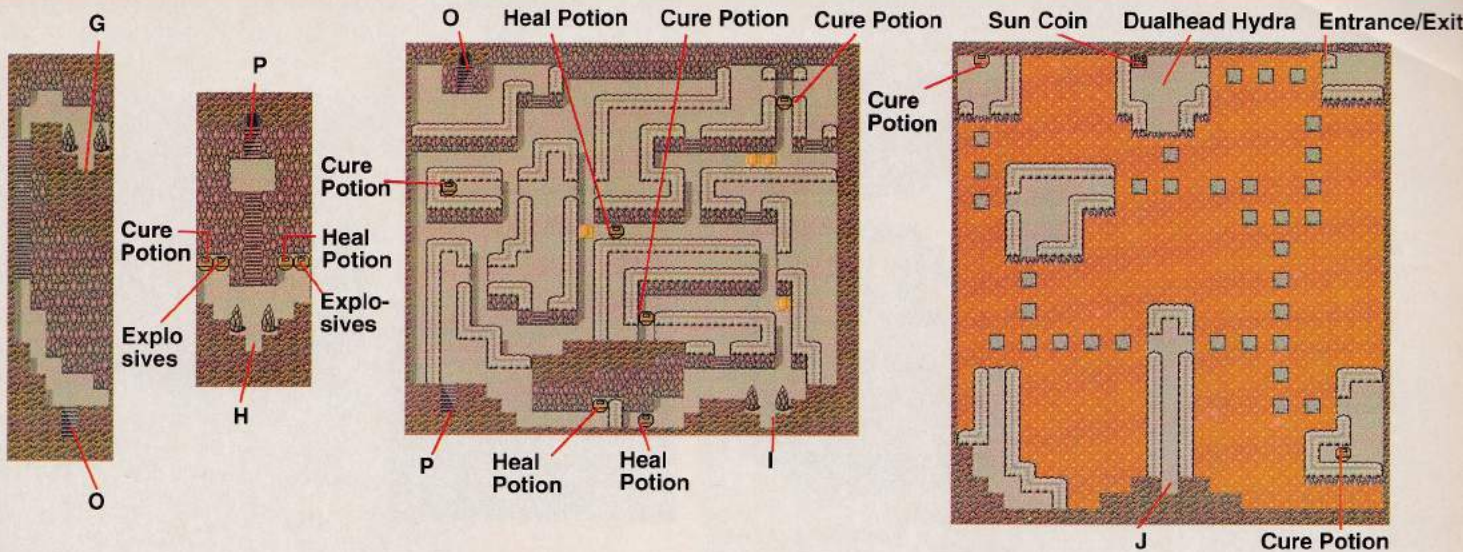
The endless map...

The Lava Dome was a Palace built to protect the Crystal of Fire. However, a Monster sealed the Dome, and is draining the light from the Crystal. Use these maps to help you find your way through this frightening maze. Oh, the left and right edges of the map join to form an endless pathway, so don't get stuck here forever.

Toss Mega Grenades to clear boulders away

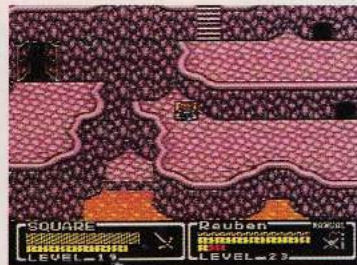
There will be places in the Dome that you can use to jump across. Occasionally you'll find a boulder blocking your way. Just lob a Mega Grenade (equip one, and press the A Button) at it, jump to that spot, and continue on your way.





Working the switch

The Great Door blocks your way into the chasm in which the dread Dualhead Hydra is draining the Crystal of Fire. The Door is controlled by a switch which is directly across from the great door. First find your way to the switch. Once you've found it, simply walk onto it, and you'll hear and see the Great Door open. Retrace your steps, and make your way toward the Great Door and the Hydra!



MOON HELMET

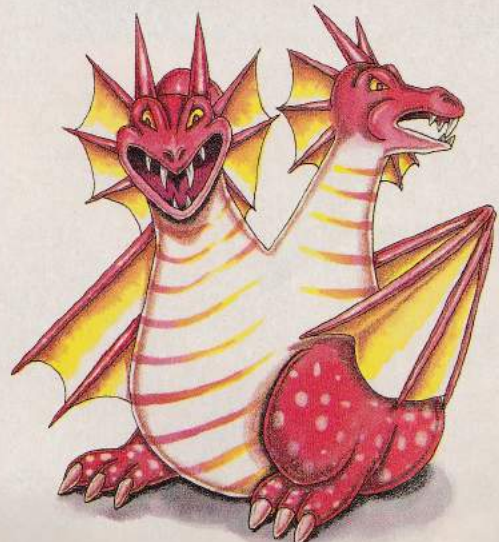
Said to have been fashioned from a fragment of one of the World's 3 moons, this helmet is very light, and will dramatically increase your defensive power. It radiates a powerful aura of energy.



DUALHEAD HYDRA

This beast, a gigantic, double-headed dragon, is draining the Crystal of Fire. He commands all the dirty tricks in the book, and can confuse, paralyze, put to sleep and petrify even the strongest person. What's more, it can cast the Thunder spell, and delights in doing so as often as possible. Defeat him, and the Crystal will shine again. As a bonus, you'll receive the Sun Coin.

HP	Battle Strength	Defense Strength
14,000	125	145



MONSTERS:



HOT WINGS

This fiery feathered fiend flings flames at its enemies. Cool 'em off with a cold Spell.



ADAMANT TURTLE

Huge, unfriendly turtle that lives deep underground. Attacks with flames and its body!



IFLYTE

Fire-breathing demons, though on a lesser scale than, say, Jinn. Beat them like you did Jinn.



STHENO

A walking weapon depot. Head: poisonous snake. Breath: paralyzes you, Gaze: Petrifies you.



FANGPIRE

An evil, blood-sucking bat that's always ready for a snack. It'll confuse you, so whack it, quick.



NINJA

Assassins working for the World's evil Kings and Queens, these killers are pure fighting machines.



AVIZZARD

Carved out of rock by an evil sorcerer, these monsters slice and dice their enemies with their dual sword attack.

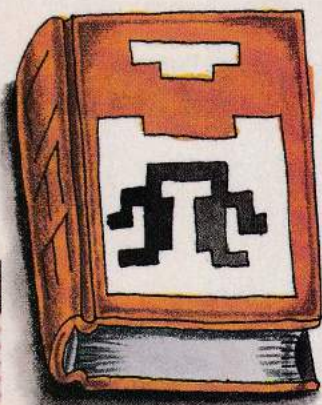


SALAMAND

Fire-loving, gigantic, grotesque lizard. It attacks with fiery breath, and can also strike you with lightning.

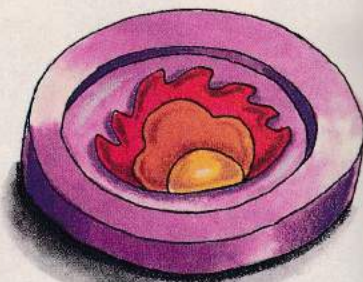
LIFE SPELL

Use this Spell to bring your Ally back to life. Once known only by the servants of a single powerful sorcerer, the popularity of this Spell grew during the Warring Ages. It is now handed down in some families, just like furniture.



SUN COIN

The key to one of the 4 sealed doors in the Focus Tower. Energized by the Crystal of Fire, the Sun Coin is ready to unlock the next pathway, and open the next adventure.



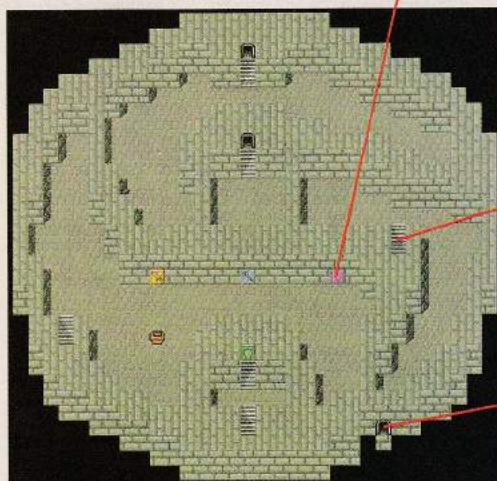
BATTLE FIELD -18-

MONSTER: Stheno, Iflyte

Sthenos and Iflytes populate this Battlefield. Stick in there for 10 rounds, and win 1068 Experience points.

FOCUS TOWER

1 F (See p. 26 for the entrance)



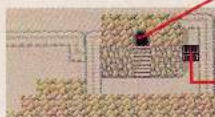
Sun Coin

B 1



B

B 2



Aero Spell

MONSTER: Shadow, Chimera, Minotar, Zombie

SHADOW



A much stronger version of the Ninja you met up with earlier.

CHIMERA



Part lion, dragon and mountain goat, this thing is smart, and knows how to use all kinds of magic.

AERO SPELL

This spell lets you send a whirlwind into the midst of your enemies. Once used by farmers to keep flocks of birds away from their lands, the Aero Spell is now stronger, and is particularly effective against winged monsters.



Talk to White...again

You've saved Fireburg and the Crystal of Fire. Now take the Sun Coin, and make your way back to the Focus Tower. Head to the room with the sealed doors, stand in front of the one that bears the same design as that on the Sun Coin, and press the A Button. White is waiting for you on the other side. Does he want a donut now? No! He tells you to high tail it to Windia, to save the last Crystal of the Earth, the Crystal of Wind. Before going there, take the steps down to the basement, and pick up the Aero Spell from the Chest down there.



A full-page illustration depicting a fantasy scene. In the foreground, a knight in blue and silver armor with a sword and a woman in a green dress with long orange hair are walking away from the viewer. They are walking on a wide, multi-colored rainbow path that stretches from the bottom of the frame towards a floating island in the sky. The island is a brown, rocky platform with a tall, green, cylindrical tower on top. The background is a blue sky with dark, grey clouds at the top.

The Crystal of Wind



THE CRYSTAL OF WIND

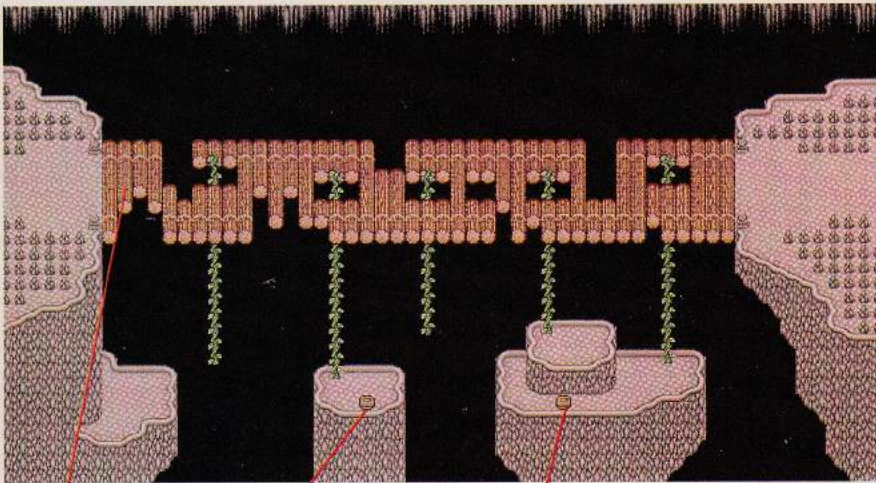


White has encouraged you to hurry to Windia to save the Crystal of Wind. You'll start for Windia, but come across an angry Giant Tree that needs help. You'll have to make a detour to find Kaeli—only she can talk to trees, remember? Finally you'll arrive in Windia, and have your last battle with a Boss Monster in Pazuzu's Tower.

FIND OR WIN THE FOLLOWING 9 THINGS:

Giant's Axe (p. 55), Dragon Claw (p. 56), Meteor (p. 58), Cupid Locket (p. 60), Apollo Helmet (p. 61), Sky Coin (p. 64), Excalibur (p. 63), Thunder Rock (p. 64)

ROPE BRIDGE



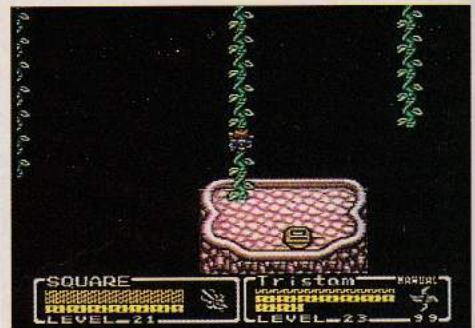
Mummy

Cure Potion

Seeds

Climb the vines for Chests

Press up or down on the Control Pad to climb up or down the vines hanging off the Rope Bridge. Find Cure Potions and Seeds.



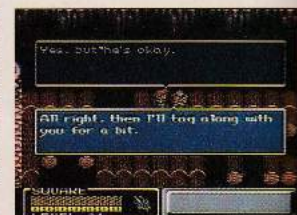
Reuben is pushed from the bridge

After leaving the Focus Tower, you'll first arrive at the Rope Bridge. In a flash, you are accosted by a Mummy, who quickly manages to push Reuben off the bridge! Then you have to fight the Mummy. When you beat it, you'll discover that Reuben is all right. He tells you to keep going, and that he'll catch up. As you take off with a heavy heart, you hear footsteps...its Tristam! He knows that Reuben has taken a fall, and seems to want to help you. Where you're going, you'll need all the help you can get. Now get going!



MUMMY

An ancient relic left over from prehistoric days. It can attack with sleeping powder and poison, and its gaze can turn people to stone!



TRISTAM

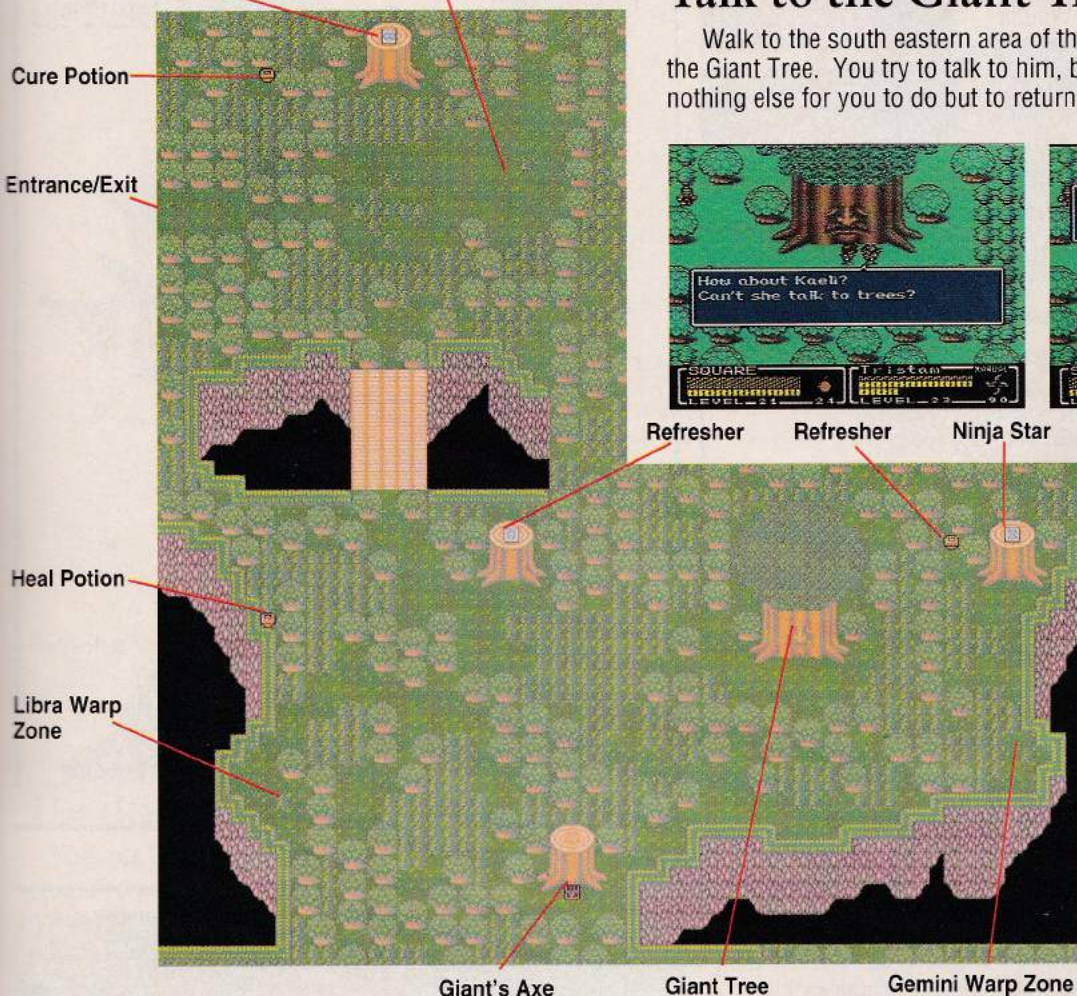
Hard to figure Tristam out. He helps you (kind of) in the Bone Dungeon, then he takes off. He helps you in Fireburg, then he takes off. At any rate, he's helping you again. You'll remember that Tristam is well versed in the arts of Ninjutsu, and can toss a pretty mean Ninja Star. He's much stronger than the first time you met him, so let him help you should the need arise.

LEVEL	23
HP	1,120
WEAPONS	Ninja Stars
HELMET	Moon Helmet
ARMOR	Black Robe
SHIELD	None
OTHER	Charm



ALIVE FOREST

Cure Potion • Heal Potion Mobius Warp Zone



Talk to the Giant Tree

Walk to the south eastern area of the Alive Forest, and you'll find the Giant Tree. You try to talk to him, but get no response. There's nothing else for you to do but to return to Aquaria to fetch Kaeli.



MONSTERS:

Mummy, Spector



SPECTOR

A spirit in search of a body, this monster lives to rob people of their vitality.

Warp Zones

Hidden under smaller trees are 3 Warp Zones. Chop trees away, until you've uncovered the Zones. If you have the matching Crests, you can Warp into trees and find some great treasure.



GIANT AXE

The third and strongest of the Axes. This one is made of precious metals, and gives you a higher attack power than any other Axe. See how easy it is to hold in battle!



AQUARIA

Talk to Phoebe

You've reached Aquaria, and have entered Phoebe's House. Phoebe is there, watching over Kaeli, who is sleeping. Phoebe suggests you go talk to Spencer until Kaeli awakens. Back you go to Spencer's Place!



SPENCER'S PLACE

You find Spencer

Down in Spencer's dark tunnels you ask about Captain Mac. Mac's too far away to reach via a tunnel, so Spencer directs you to seek out Otto in Windia for more help. When Tristam introduces himself as a treasure hunter, Spencer invites him out on a dig, and they leave together. Goodbye, again, Tristam! At least he hands you the Dragon Claw before leaving. Go get Kaeli, and be on your way.



KAELI

Kaeli has recovered completely from the Minotaur poison, and she joins you now to see if she can rescue her father, Captain Mac. Make the most of her White Magic.

LEVEL	31
HP	1,280
WEAPONS	Giant Axe
HELMET	Steel Helmet
ARMOR	Relica Armor
SHIELD	None
OTHER	Magic Ring



DRAGON CLAW

A powerful weapon fitted with the claws of a mighty dragon. It can inflict an enemy with the following status injuries: petrify, paralyze, sleep, confuse, poison, blind and silence. Use it in battle to slice an enemy to bits in one stroke! More importantly, extend the claw (press the A Button) and you can jump across great distances.



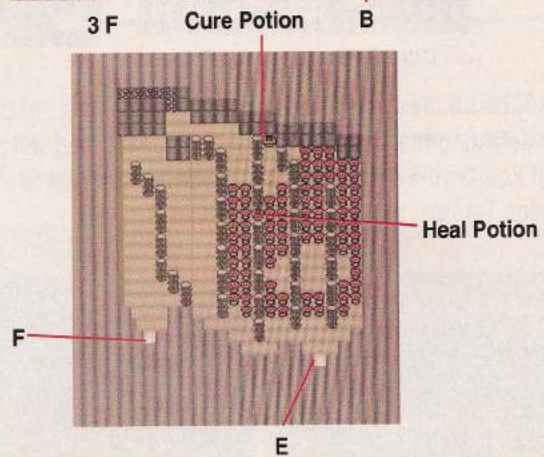
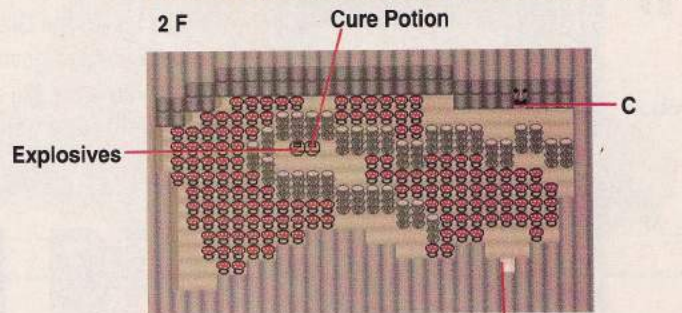
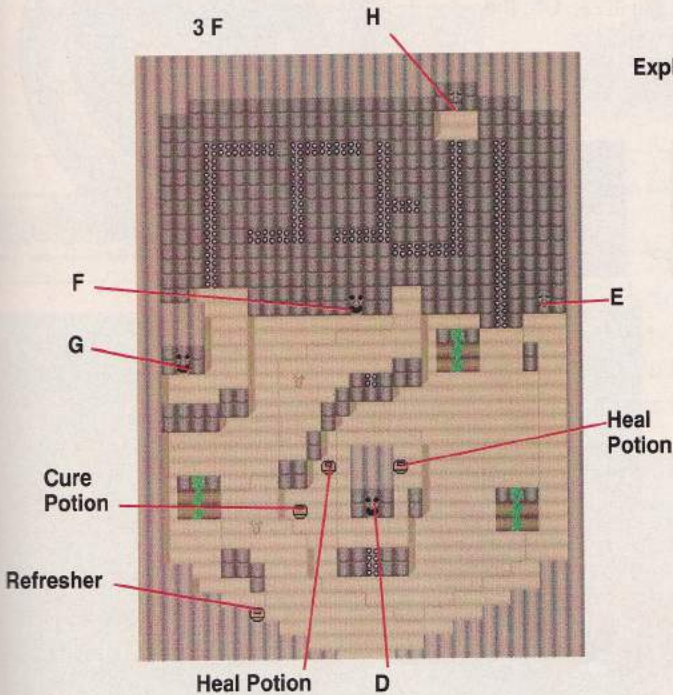
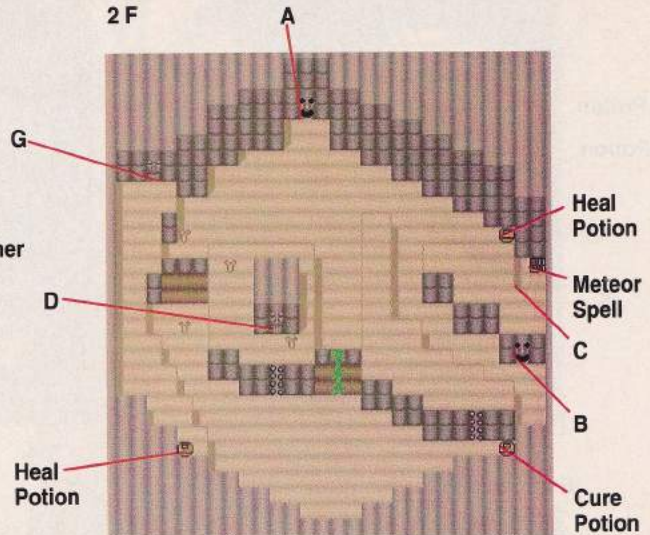
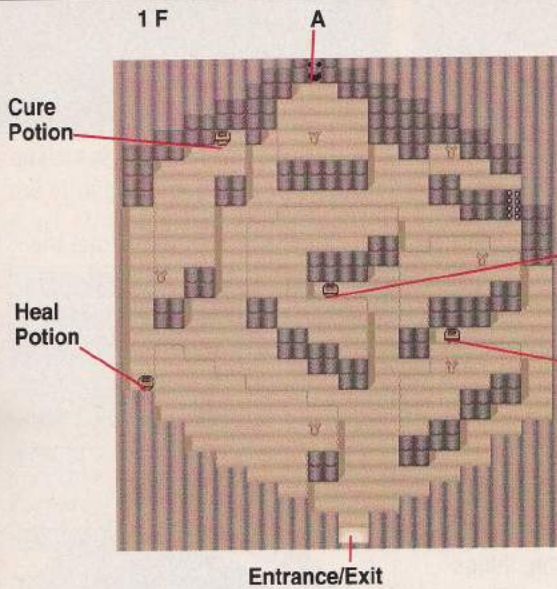
ALIVE FOREST

Talk to the Giant Tree again

The last time you talked to the tree, you and Tristam couldn't get it to notice you. This time you have Kaeli, and she dearly wants to get to Windia to see if her father is okay. The tree talks to Kaeli, though it isn't overly friendly. Beat up the monsters inside of it, and the Tree will help you. So you walk bravely into the Tree's...mouth!



GIANT TREE

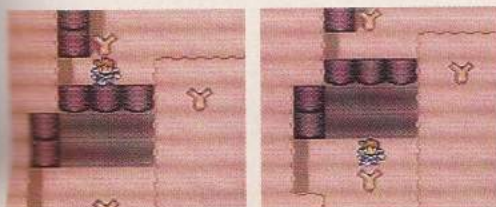


Use that Dragon Claw!

You won't get very far inside the Giant Tree unless you use the Dragon Claw to vault over spaces. Use the claw as shown below. Line yourself up opposite one of the slingshot-shaped wood branches, and press the A Button. The Claw will shoot forth, grab the branch, and pull you across. It's easy!

Your sword opens doors!

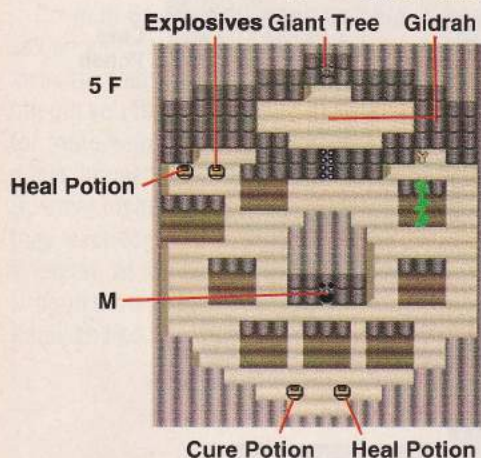
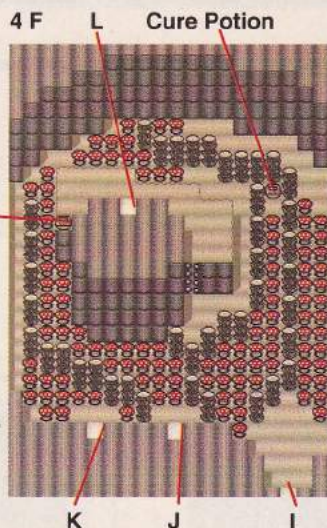
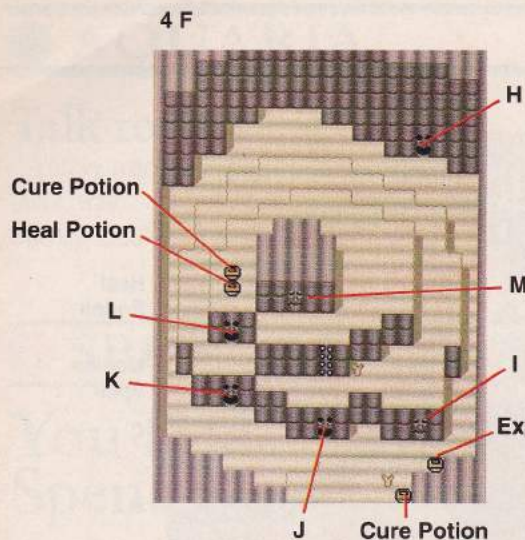
As you proceed inside the Giant Tree you'll see tree trunks with faces, and open, grinning mouths. Use the mouths as doorways—just walk into them. Sometimes these mouths will be closed. Use your sword (equip your sword and press the A Button) to pry them open!



Climb down the vines

Just as at the Rope Bridge, you can climb down vines here. You can find your route by dropping down a level, using one of the vines.





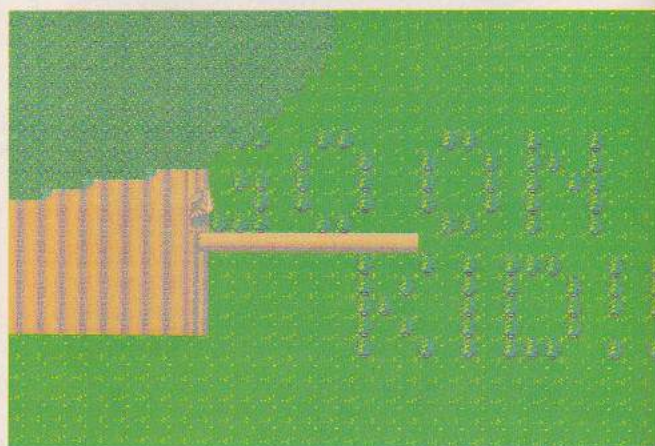
Things grow even when cut!

While inside the Giant Tree, things that are chopped down will grow back again if you leave the area. Oh, the magic of this odd tree!



Defeat Gidrah, and the Tree smiles...

After defeating the 3-headed beast Gidrah, the Tree will point you and Kaeli in the direction Windia. Take a moment to stop by the Kaidge Temple, though.

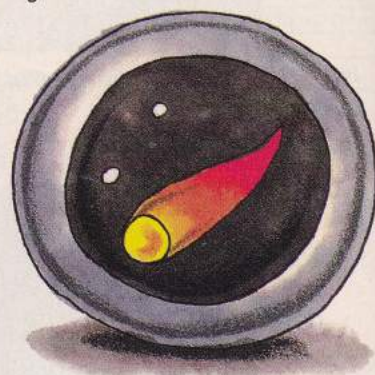


MONSTERS:

Mummy, Spector, Live Oak, Snipion, Mad Toad, Leach, Ooze, Skuldier

METEOR

Originally used to distract the enemy, this spell calls down a handful of the meteorites which orbit the World. The attack targets an entire group of monsters, and is least effective when used against monsters who are strong against fire.



LIVE OAK

A bitter old tree spirit with an evil heart. It has poison thorns, and emits a deadly gas.

SNIPION

Attacks with 2 powerful and filthy claws. This mutant member of the scorpion family has a poison stinger in its tail, and spits out doom goop, too!

MAD TOAD

A gooey, slimy monster that oozes poisonous liquid, can kill with its bad breath, and can petrify an enemy in an instant.

LEACH

10 meters of blood-sucking fun, this monster can't wait for dinner...and you're it! Check out its Earthquake Spell, and don't forget to duck the fiery breath.

OOZE

This shapeless bag of protoplasm has no spine, and even less of a sense of humor. It absorbs vitality, and attacks with lightning. Use a bomb on it!

SKULDIER

This meatless beast loves to confuse enemies with its spooky laugh, and watch the enemies beat each other up! Throws sleeping power, and sometimes doom powder.

GIDRAH

A three way blend of Tiger, mountain goat and dragon, Gidrah controls all the monsters that have invaded the Giant Tree. This beast tosses whirlwinds and earthquakes at you, and can paralyze or petrify the strongest opponent. Watch out for Aero, Meteor and other magic attacks, too!

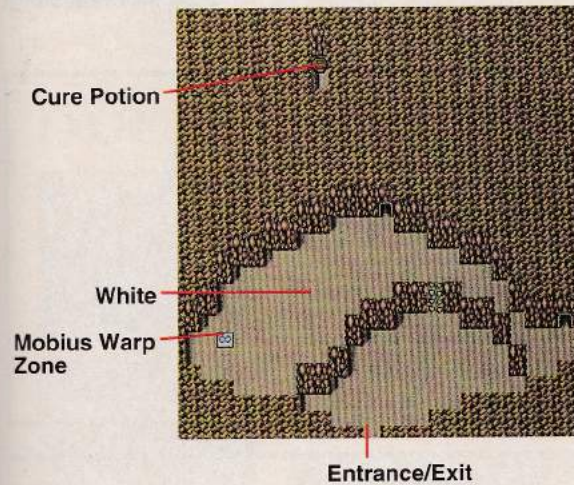


Take out the Skuldiers first!

HP	Battle Strength	Defense Power
13000	130	75

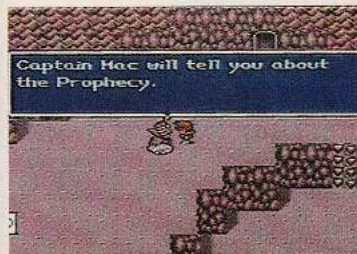


KAIDGE TEMPLE



Talk to White

White is waiting for you in the Kaidge Temple. You learn more about Captain Mac and some ancient prophecy. From here you can also use the Mobius Crest, which you'll get later, to go to the Light Temple.



What's the deal about Mac?



Visit again when you have the Mobius Crest.

BATTLEFIELD -19-

MONSTERS: Ooze, Skuldier, Water Hag

Hang in there for 10 rounds and you'll receive 2,808 Experience points.



WATER HAG

This monster loves to drag enemies under the water, and blast them with water.

BATTLEFIELD -20-

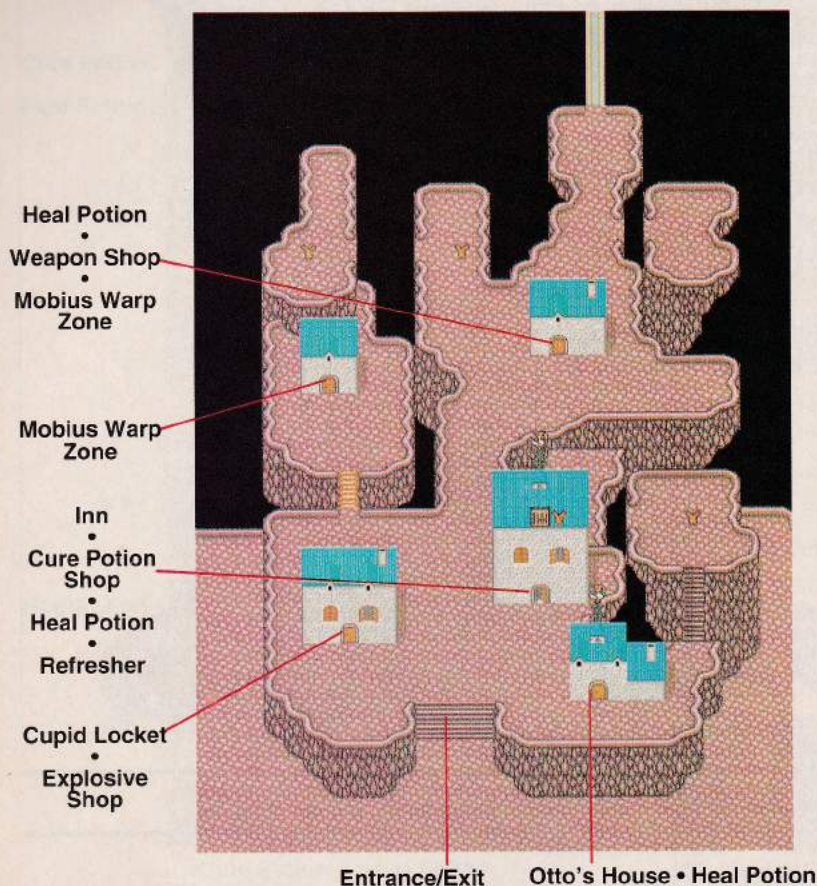
MONSTERS: Water Hag, Vampire

Last Battlefield in the game. Pick up an extra 2,700 Experience points here.



VAMPIRE

This blood-sucker has taken the form of a huge bat. He'll confuse you, and blow you away with a powerful wind attack.



Meet Otto

You'll find Otto in the house in the south-east corner of Windia. He tells you that his daughter, Norma, crossed his Rainbow Road to play near the North Tower, but that the wind from Mt. Gale shook the road, and broke the road building machine. Could the Crystal of Wind be hidden on Mt. Gale? You head there to find the source of the wind.



Warp Zone that leads to the Ship Dock

There is a Mobius Warp Zone in the house to the north of the Inn. It leads to the Ship Dock. You don't have the Mobius Crest yet, but this Zone is a vital element of your quest!



Talk to the people in the town

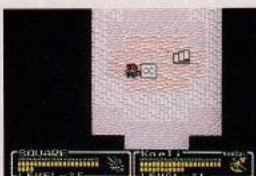
The people in the town will tell you of the troubles they are having as a result of the wind from Mt. Gale. Talk to everyone, because you'll learn some interesting things about the North Tower, too.



She runs the Windia Seed Shop



Buy a locket for 300 GP? Yes!



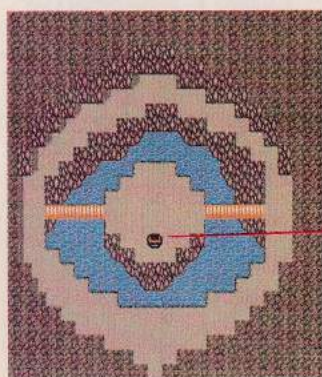
Warp Zone for Fireburg

CUPID LOCKET

The power of the god of love sealed in a precious gem, this Item protects you from Confuse, Blind and Silence attacks.



WINDHOLE TEMPLE



Entrance/Exit

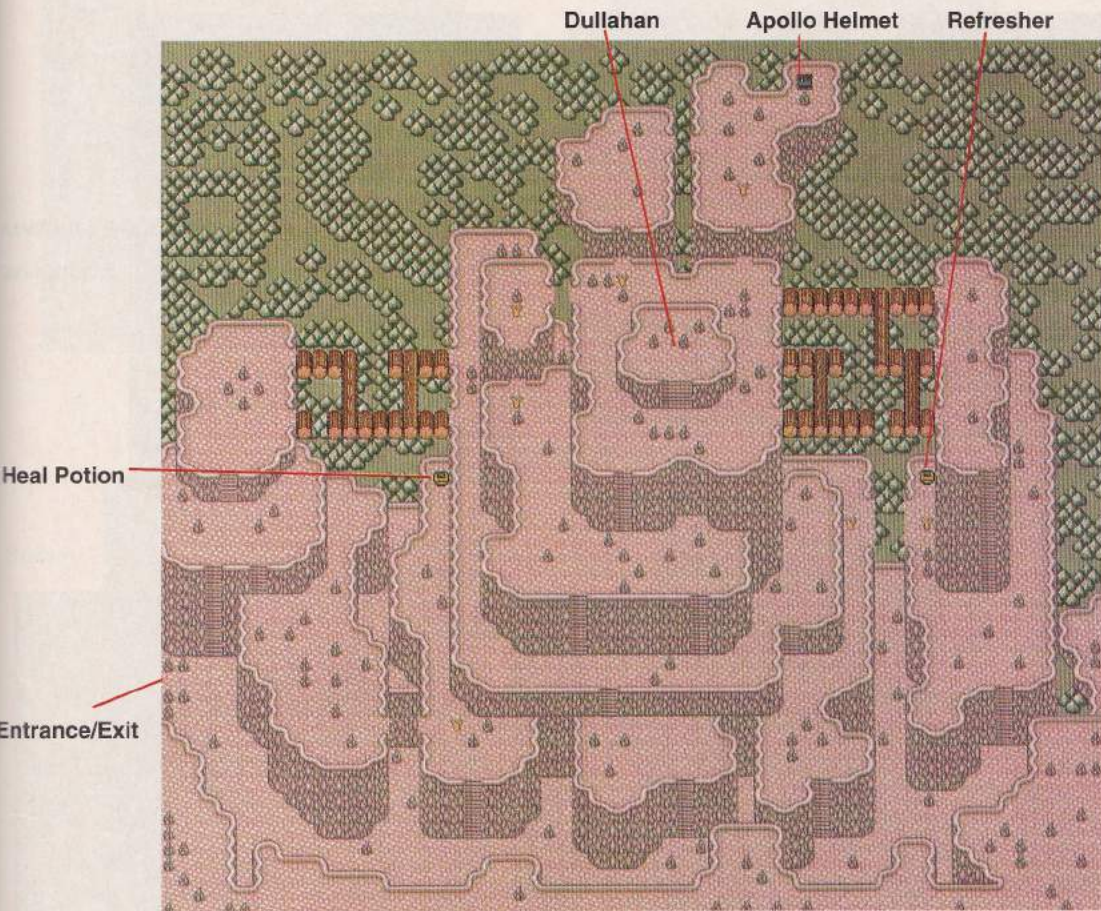
On the way to Mt. Gale

There's only one Cure Potion—in this temple—but take it if you need it.

Heal Potion



MOUNT GALE



MONSTERS:

Vampire
Water Hag
Skuldier

APOLLO HELMET

Strengthened with the power of the sun, this helmet increases your Defense power, and helps protect against fire attacks.



DULLAHAN



At the very top of Mt. Gale you'll meet up with Dullahan, a headless horseman on a headless horse! He doesn't think much of you, and goes so far as to tell you that a creature called Pazuzu is the one draining the Crystal of Wind. Use the Meteor Spell on him, and head back to Windia when you've beat him.

HP	Battle Strength	Defense Power
14000	160	85



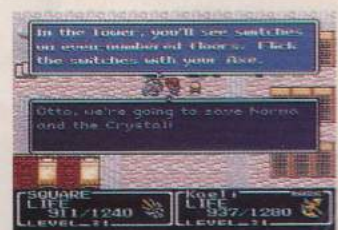
WINDIA

Go see Otto again

After defeating Dullahan, go back and see Otto again. The wind has died down some, so Otto gives his Rainbow Road-making machine a try. It works! Now you can head to the North Tower, save Otto's daughter, and then relight the Crystal of Wind! Listen as Otto tells you about the elevator switches in the Tower. Trapping Pazuzu between floors will be no easy task.

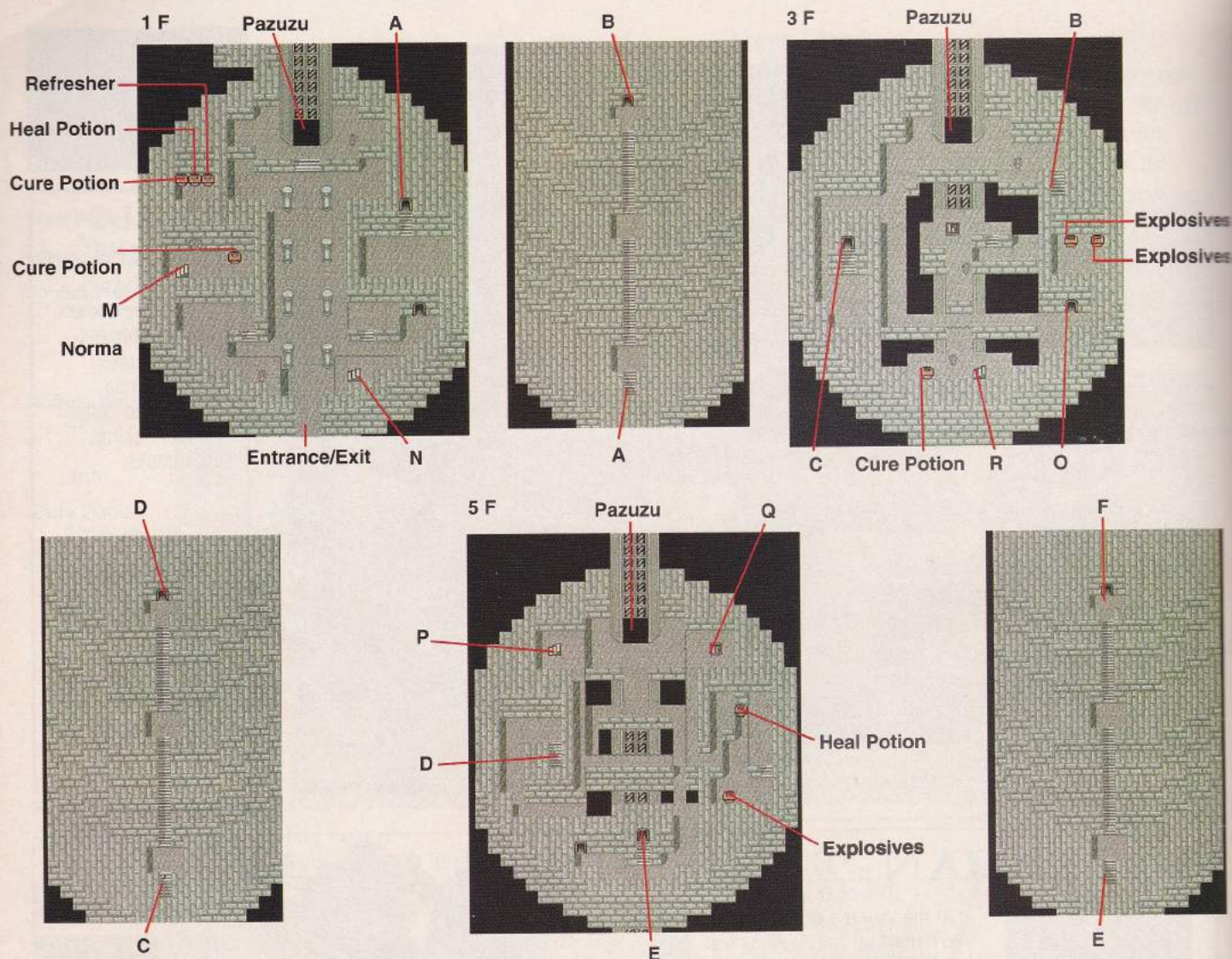


Otto rebuilds the Rainbow Road



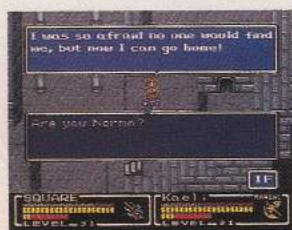
Flick the switches, and trap Pazuzu

PAZUZU'S TOWER



Help Norma!

The minute you step into the North Tower, you'll see a young girl. It's Norma! You tell her that her father is waiting for her on the opposite side of the Rainbow Bridge, and send her off to meet him. Now begins your real work...



Pazuzu's on every floor!

Pazuzu toys with you, zipping away in his elevator before you can touch him. The only thing you can do is flick a floor's elevator switch, and keep him from going to that floor again.



GARUDA

A most evil feathered fiend, Garuda like to catch prey in their beaks, create whirlwinds with their wings and cast spells.



MANTICOR

Head of a man, body of a lion, this beast knows Quake, Fire and Thunder Spells. Petrifies you, too.



BEHOLDER

8 legs and one very evil eye, Beholders like to glare at enemies. The result: Blindness and Doom.



THANATOS

Does a death dance after throwing its own head at you! Not bad with a thunder beam, too.



NAGA

Head of a man, body and temperament of a snake. Special attacks include: Confuse, Sleep, and Silence.



SORCERER

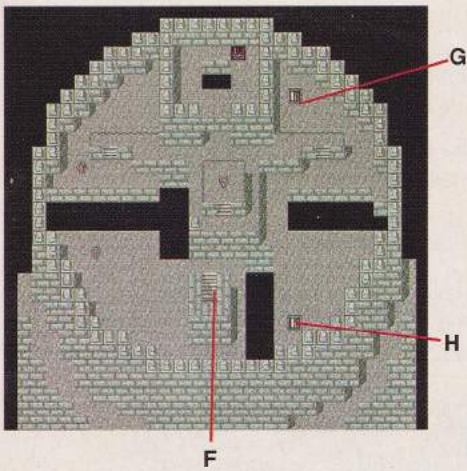
Evil magician. Look out for a Sorcerer's Quake, Blizzard, and Thunder Spells. It can Cure itself, too, so hit it hard and fast.



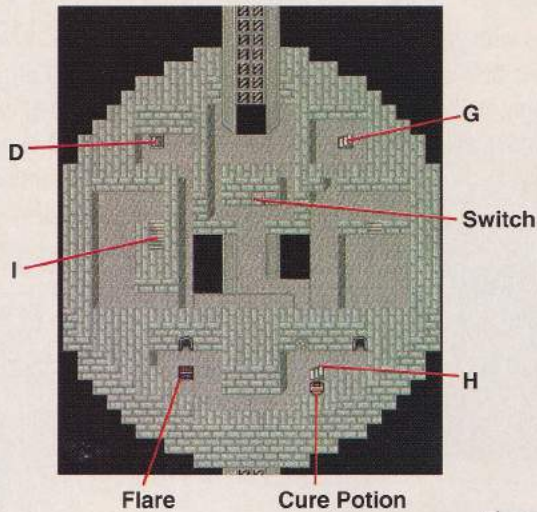
GARGOYLE

Living stone beast that likes to cause trouble. It's a master of the 2 sword attack, and likes to confuse its enemies with its spooky laugh.

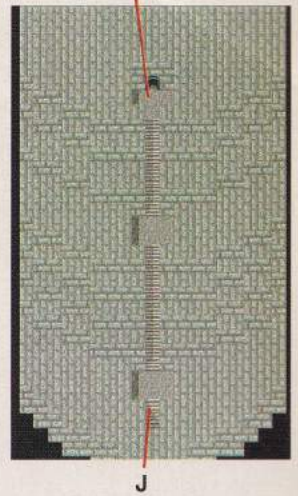
7 F



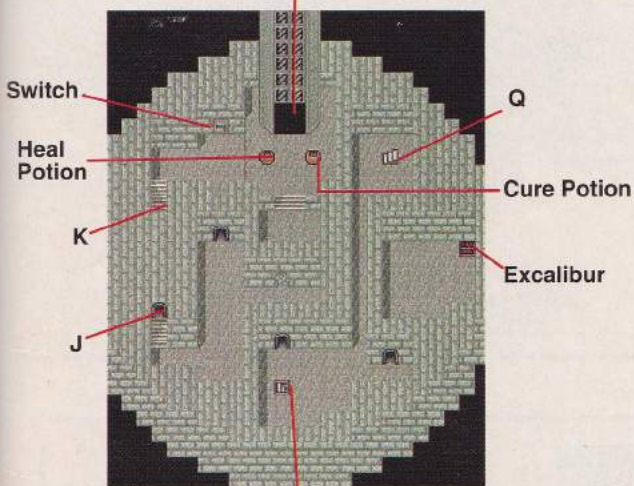
6 F Pazuzu



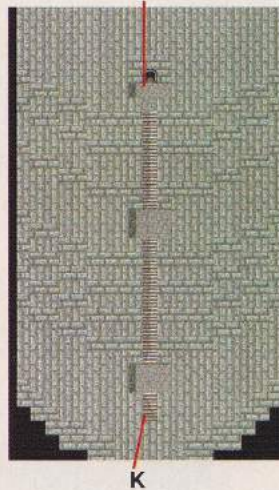
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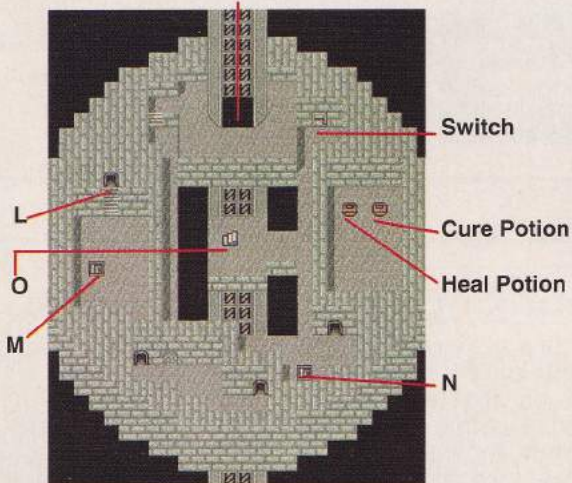
4 F Pazuzu



L



2 F Pazuzu

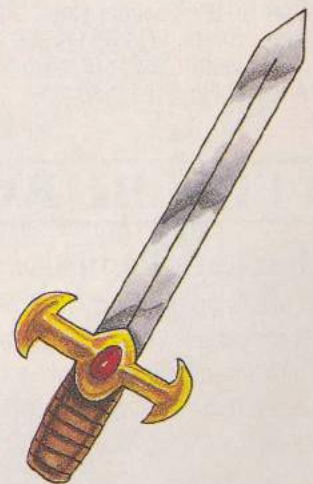


MONSTERS:

Garuda, Beholder, Manticor, Chimera, Thanatos, Sorcerer, Naga, Gargoyle

EXCALIBUR

The most powerful sword in existence. Its handle is encrusted with powerful, glowing gems, its blade shines like a mirror. It is said that the Excalibur calls a suitable Knight in times of great need. It has had many users over the past several centuries, all of them great knights.



Switches stop the elevator!

The only way to stop Pazuzu from using his elevator is to shut him out of certain floors. You can find switches on the 2, 4, and 6 floors. To operate a switch, stand in front of it, equip your Axe, and press the A Button. Happy hunting!

FLARE SPELL

A mighty Spell with enormous destructive potential. It is said this Spell was too powerful a tool for mortals to use, and that it was sealed away. Pazuzu must have found it!



2 FLOOR SWITCH



4 FLOOR SWITCH



6 FLOOR SWITCH



THE CRYSTAL OF WIND

Topple Pazuzu

You've flicked all the switches with your Axe, and now you're on the hunt for Pazuzu. Where is he? Find him on one of the odd numbered floors. He's tough, but you can beat him. When you do, hop into the elevator, and it will take you to the roof. There you can witness the relighting of the Crystal of Wind! Grab the Sky Coin from the Chest there, and then head back to Windia.



SKY COIN

The key to the last sealed door in the Focus Tower. Its name comes from the group of stars in the summer sky which form the Great Sky Goblet, thus the shape carved into the coin. It is said the Sky Goblet contains the power of the ancient Sage Sorcerers. What lies beyond the final sealed door, then?



PAZUZU

Half bird, half man and all beast, Pazuzu attacks using gusts of wind created by his wings. Don't cast a Spell when he has his Psych Shield up or you'll get hurt! Wait until it comes down, and then hack him with your sword.

HP	Battle Strength	Defense Power
25,000	110	95



WINDIA

Go back, talk to Otto

While you're talking with Otto, Reuben shows up. Good timing, too, because it turns out that in order to save Captain Mac, you have to get some Thunder Rock. Thunder Rock is found only in Fireburg. Reuben thinks his dad will know about the rare mineral. Off you go now, with Reuben to see Arion in Fireburg.



REUBEN

A much stronger (Level 31, HP 1,320) Reuben explains that White helped him out after he fell off the Rope Bridge. A citizen of Fireburg, he'll make sure you get your Thunder Rock.

FIREBURG

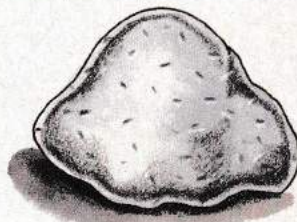
Arion hands you the rock!

Go see Arion, who is still recovering in bed from his adventure on the Volcano. Ask him about Thunder Rock, and before you know it, he's handing some to you. (It keeps the sheets fresh, too!)



THUNDER ROCK

Step on a piece of Thunder Rock, and it feels like someone hit your shoe with a baseball bat! It's a true source of raw energy, and easily tapped to power mechanical devices.



WINDIA

Give that rock to Otto!

Hand the Thunder rock to Otto, and he soon creates a Rainbow Road to Spencer's Place. Now you can go there, blow open a wall in the underwater lake, and refloat Captain Mac's boat.



A vibrant, stylized illustration of a coastal scene. A tall, cylindrical stone lighthouse with a crenelated top stands on a dark, rocky outcrop. The lighthouse is constructed from grey stone blocks. Below the outcrop, a series of tall, vertical, golden-brown rock pillars or cliffs descend into a body of blue water. In the lower right, a three-masted sailing ship with white sails is on the water. A dark, arched opening in the cliff face behind the ship suggests a cave or tunnel. The sky is a mix of blue and grey, with large, billowing clouds. The overall style is reminiscent of a children's book illustration.

The Crystal Of Light



THE CRYSTAL OF LIGHT

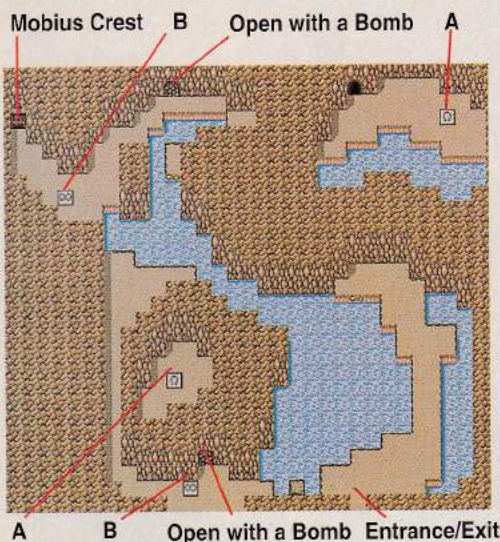


You've defeated Pazuzu, and refloated Captain Mac's boat by refilling the dry lake. You have to find out what all the fuss is about Mac, now. Even though you've saved the Crystals of the Earth, something still just doesn't seem right...

FIND OR WIN THE FOLLOWING 4 THINGS:

Mobius Crest (p. 66), Captain Cap (p. 67), Gaia's Armor (p. 68), Aegis Shield (p. 70)

SPENCER'S PLACE



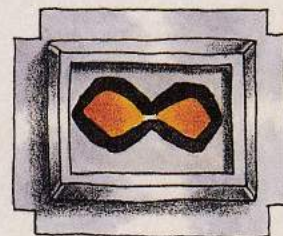
Get the Mobius Crest

At Spencer's Place, Reuben will throw a Mega Grenade, and water will fill the dry lake. Now you've opened up some pathways. To get the Mobius Crest, walk into the water using your Claws, and blow open the sealed door to the north. Then return to the entrance, jump across the stepping stone, and blow the door to the left of the entrance. Enter the room and stand on the Gemini Crest. After Warping, walk through the passage you see, and you'll be able to find a Chest. Grab the Crest, then step onto the Warp Zone there.

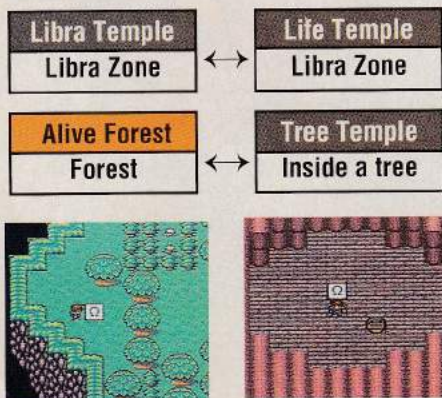


MOBIUS CREST

The last of the powerful keys to the Warp Zone System of the Mystic Quest World. Step on a Warp Zone with this same design, and you'll find yourself in a new location.



LIBRA CREST



GEMINI CREST



MOBIUS CREST



WINDIA

Entrance to the Ship Dock

When you talk to Kaeli in Windia, she'll give you the Captain Cap to show to Captain Mac to prove you're a friend. Find the Mobius Warp Zone in Windia, and you'll be transported to the Ship Dock.



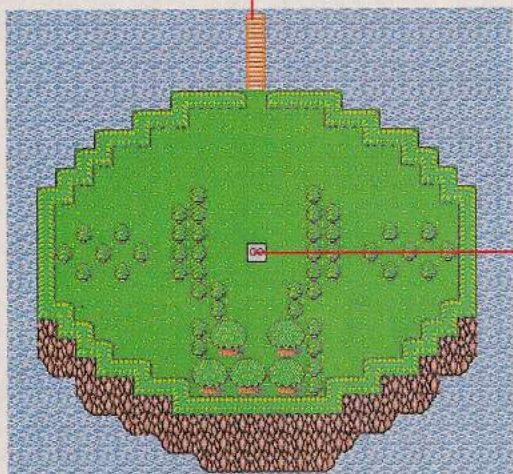
CAPTAIN CAP

Captain Mac's beloved seafaring cap. He rushed out of Foresta so quickly he forgot it! Bad luck...



SHIP DOCK

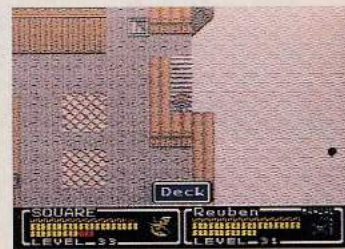
To find the ship



Mobius Warp Zone

Climb aboard Mac's ship from the dock

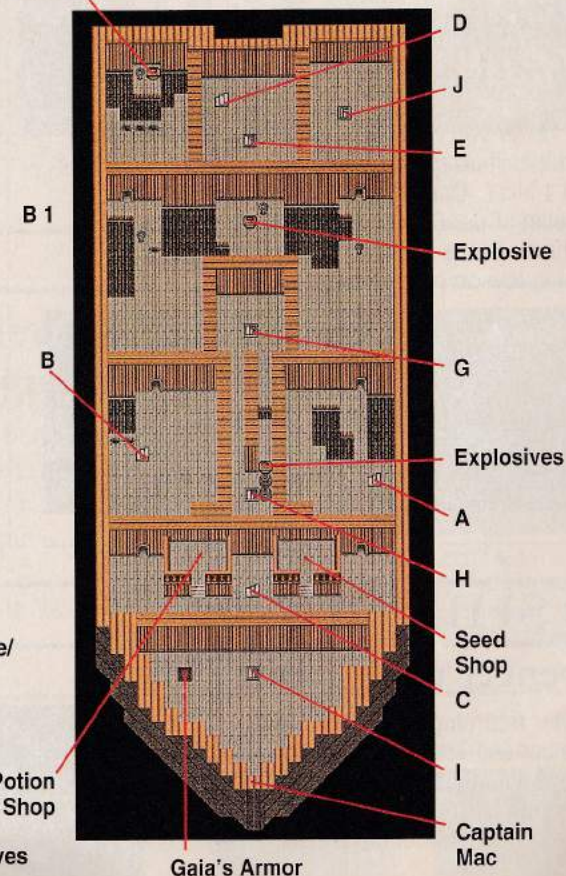
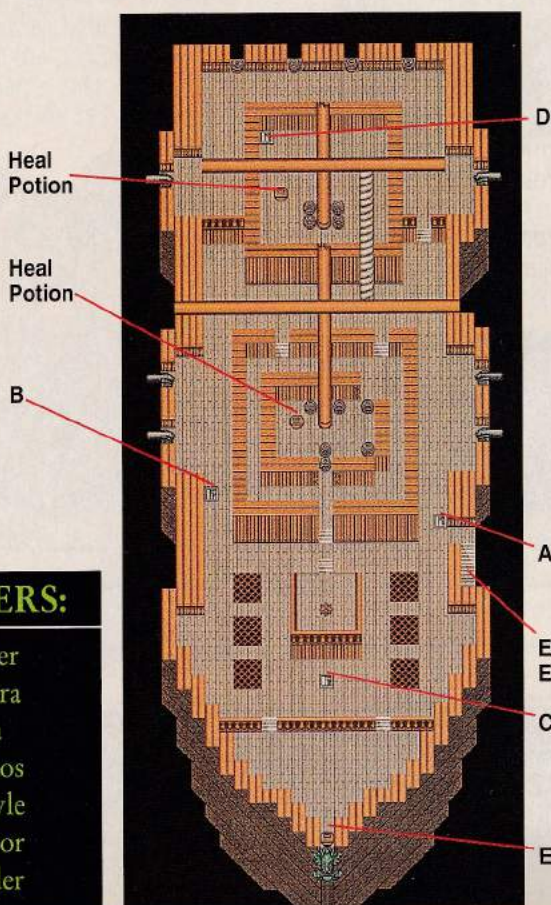
Head toward the ship that's at the end of the dock—Captain Mac is bound to be aboard. To board the vessel, stand in front of it, and press the A Button.



MAC'S SHIP

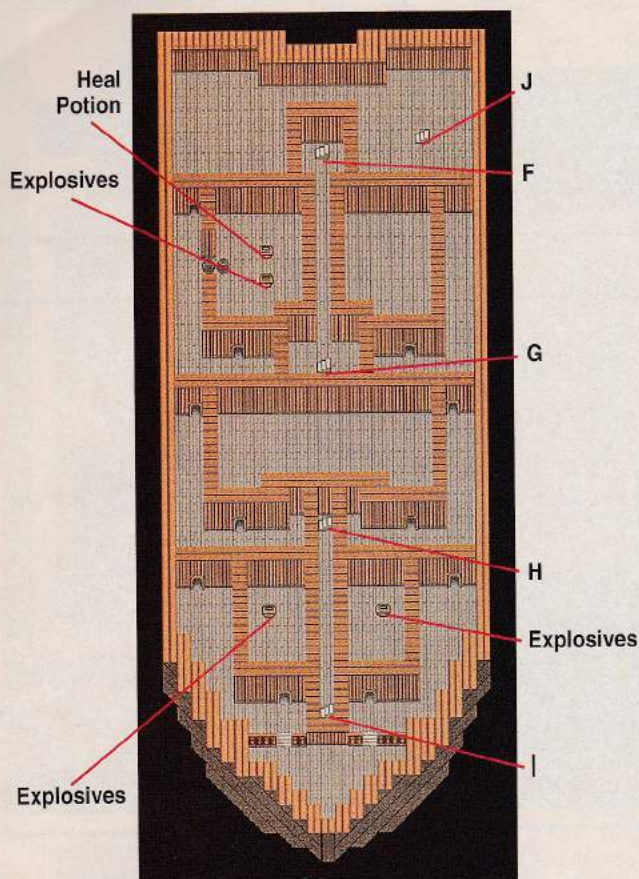
Deck

Explosives



MONSTERS:

Sorcerer
Chimera
Naga
Thanatos
Gargoyle
Manticor
Beholder



Climb the mast!

You can climb up and down the mast and rigging of Mac's ship. To get to the mast you'll have to move a barrel out of the way. Just walk up to it, and use the Control Pad to shove it aside.



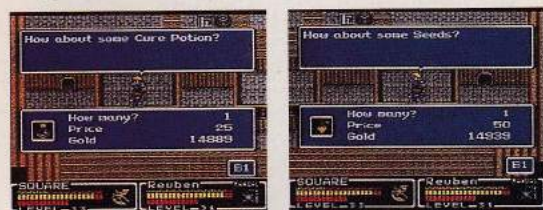
Help Captain Mac

You'll find Captain Mac after you have navigated your way through the ship. When he spies the Captain Cap in your possession, he knows he's in the company of friends. Suddenly, Kaeli runs in. Mac seems to want to talk about something, but Kaeli is worried about his health, and steers him back to Windia. Follow them back.



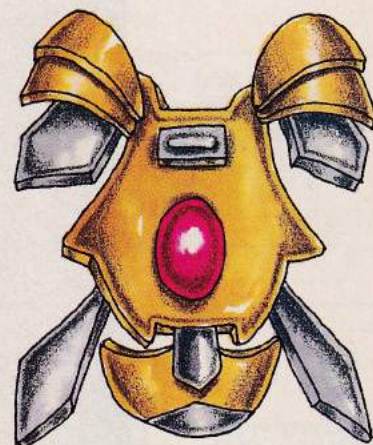
There are Shops on the ship

After you've found Mac, the monsters on the ship will disappear, and 2 boys will appear on the B 1 level. One is selling Seeds, and the other is selling Cure Potion. Purchase these if you need them. Come back to the ship when you are running low on consumable Items.



GAIA'S ARMOR

Empowered by the energy of the living World, this armor provides the most protection of any you have yet found. It will also help protect you from Status injuries, such as Confuse and Sleep.



SHIP DOCK

Spencer talks about Phoebe

After returning from Mac's Ship, Spencer and Tristam will greet you at the Ship Dock. Spencer tells you that Phoebe is waiting at the Inn in Windia for your return. Use the Mobius Warp Zone to return to Windia.



WINDIA

Phoebe joins you

You find Phoebe at the Inn in Windia, and are delighted to be reunited again. However, Reuben, who has not been the same since falling off the Rope Bridge, is barely able to support his own weight. He cannot go on any further. Phoebe joins you in his place. Together you head upstairs to talk to Captain Mac.

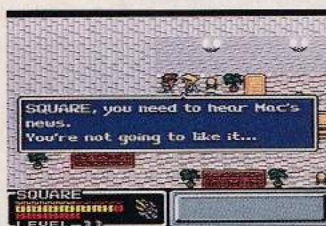


Hear some bad news on the 2nd floor...

Kaeli is watching over Captain Mac and Reuben, who are lying in beds on the 2nd floor of the Inn. Now you can talk to Mac, and discover why White has wanted you to meet him. Mac drops a bombshell: the Boss Monsters weren't the ones draining the Crystals of their light. There is one who controlled them: The Dark King. He is your true enemy. Mac tells you how to operate his ship. Make haste to the Tower!

PHOEBE

Phoebe is to be the last person to join you in your quest. Together you will discover, and fix whatever is making the World seem out of sorts. Phoebe still has the Bow of Grace. Make sure she never runs out of arrows!



LEVEL	34
HP	1,480
WEAPONS	Bow of Grace
HELMET	Steel Helmet
ARMOR	Mystic Robe
SHIELD	Ether Shield
OTHER	Magic Ring



Mac seems to be getting well.

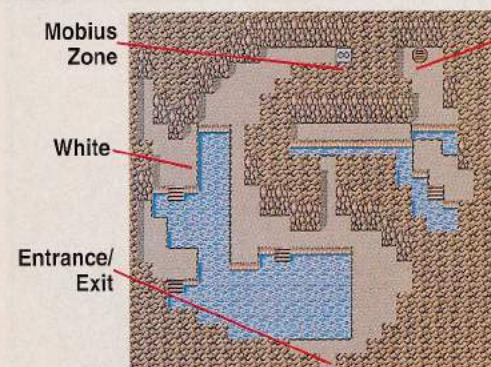


Press the A Button to steer.



Reuben hurts everywhere!

LIGHT TEMPLE



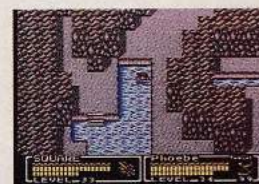
Cure
Potion

White gives encouragement

You can warp from the Kaidge Temple to the Light Temple using your Mobius Crest. White is waiting for you there, with some words of support. Your final battle is fast approaching.



Chest!



You can't seem to reach the Chest in the upper right corner. Use the above photo to find a hidden walkway.

SHIP

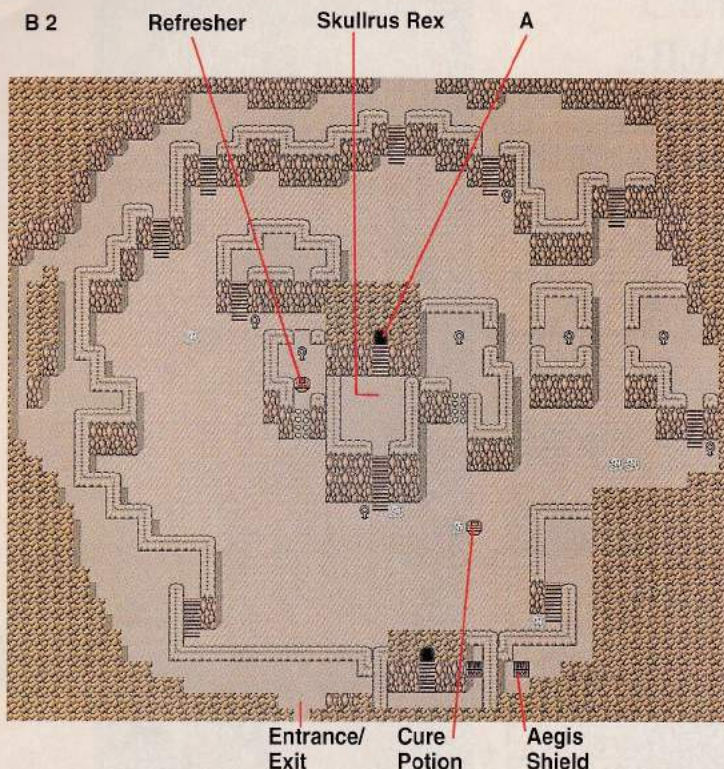
Steering the ship

To steer Mac's ship, stand before the wheel, and press the A Button. You'll find

yourself carried to the entrance at the base of the Focus Tower. The Tower is the setting for the final battle for the Mystic Quest World.

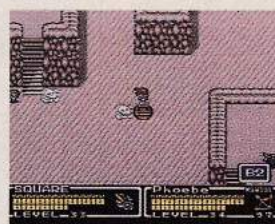


FOCUS TOWER



Through the room with the flowing sand

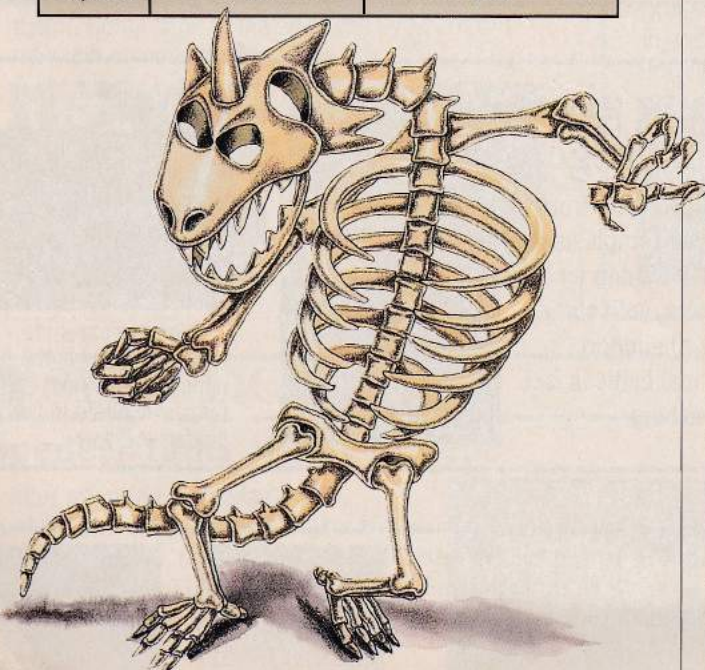
Make your way to the upper right of the room. Go down the stairway, and the sand will pull you south. Use your Claw to reach the stake on the right, and climb the stairs. Jump the gaps with your Claw, then go back down to the sand. Aim for the Chest. Stand there, and use your Claw to reach the stake on the left. Climb the stairs, and be ready to thrash the Skullrus Rex.



SKULLURUS REX

The Dark King's watch dog, this bony creature is a distant, and more powerful cousin of the Flamerous Rex you beat in the Bone Dungeon. He casts a mean Quake Spell, throws poisonous, and sleep-causing dust, and can petrify you in a moment.

HP	Battle Strength	Defense Strength
10,000	10	180



Grab the Aegis Shield

This is the last defensive item you will find during your quest. Grab it before tackling the horrible Rex. By the way, try a Mega Grenade or two on the Rex, and see if anything comes loose!

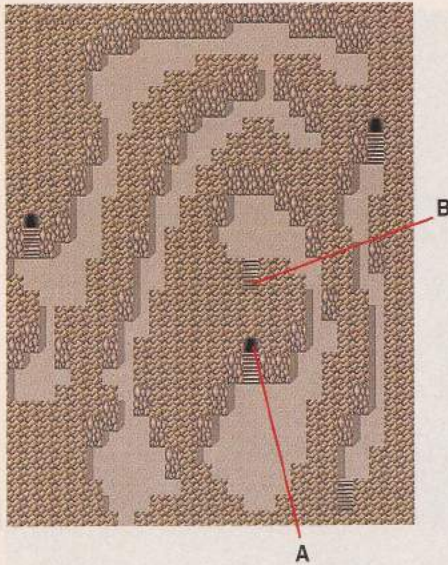


AEGIS SHIELD

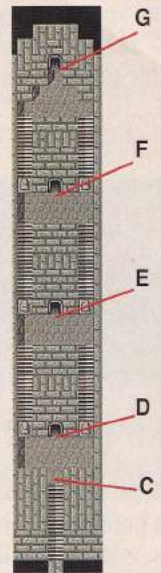
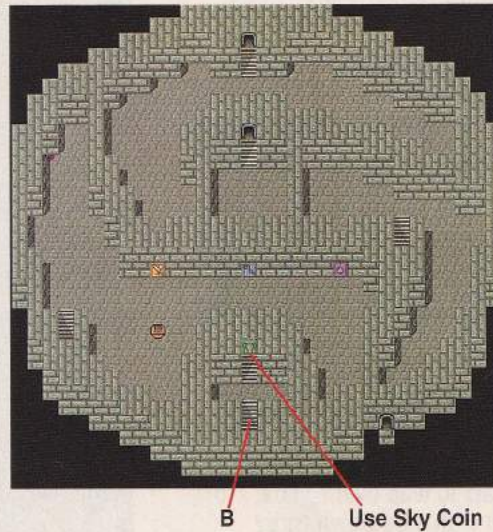
Fortified with the strength of the gods, the Aegis Shield has the highest defense rating of any shield in your possession. It protects against Petrify and Paralysis attacks.



B1



1F



Use the Sky Coin to open the door.

On the 1 floor of the Focus Tower you and Phoebe will come to a final sealed door. The door will open, allowing you access to the deeper recesses of the Tower. The Dark King awaits you at the top of the stairs, but you've got some work to do, first.

MONSTERS:

Gorgon	Cerberus
Shadow	Minotar
Phanquid	Zombie
Thanatos	Freezer Crab
Stheno	Chimera
	Iflyte



CERBERUS

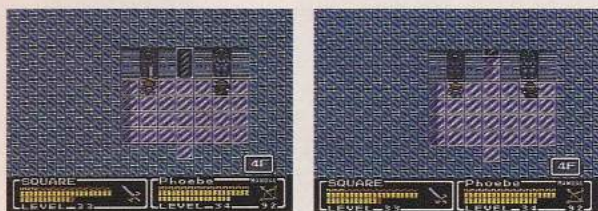


A guard dog of the dungeons. It uses its 3 mouths to Confuse its enemies. It can also Petrify and bring Doom to a hapless enemy.



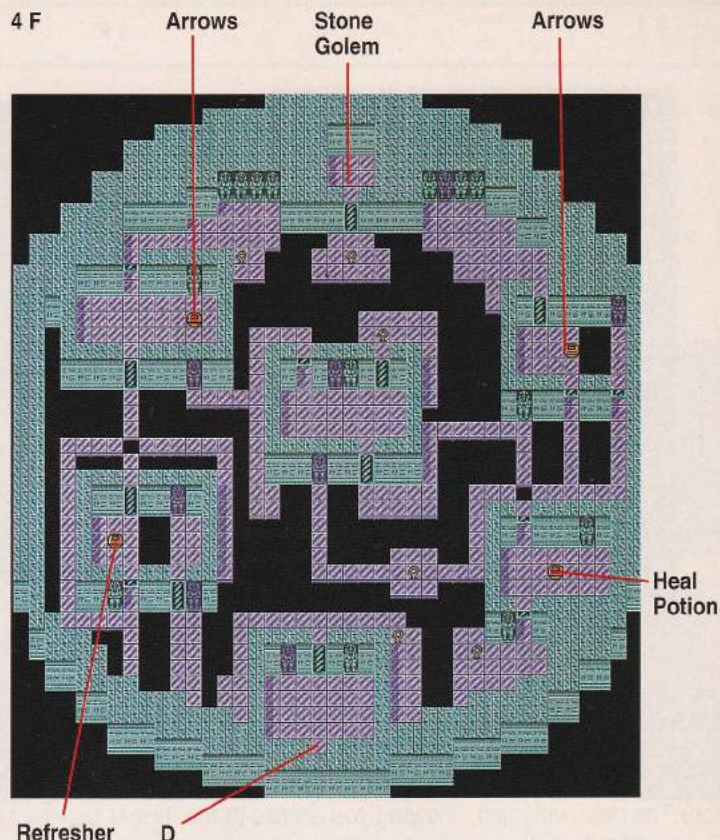
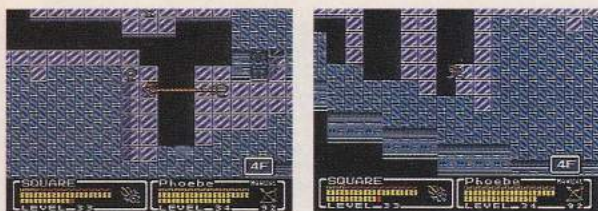
Flick those switches

The key point for this floor is switches, which number 8 in all. If even 1 switch is forgotten, you will not be able to reach the Stone Golem, the Boss of this floor. To operate a switch, equip your sword, stand in front of the proper statue, and press the A Button.



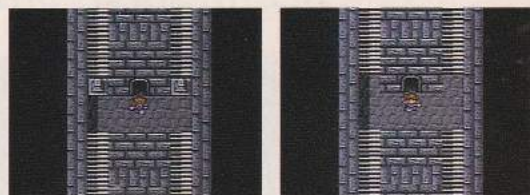
Use the Dragon claw to jump over gaps.

To get through this floor you'll have to jump some gaps, and use the Dragon Claw to leap over others. To use the claw, line yourself up with a tie-down (gray loop), and press the A Button.



Topple the Boss, and a new path opens

Topple the Stone Golem, exit the area and you'll find another flight of stairs open to you. As you beat the Boss on each floor, another set of stairs will open. Grit your teeth, and get ready for anything!

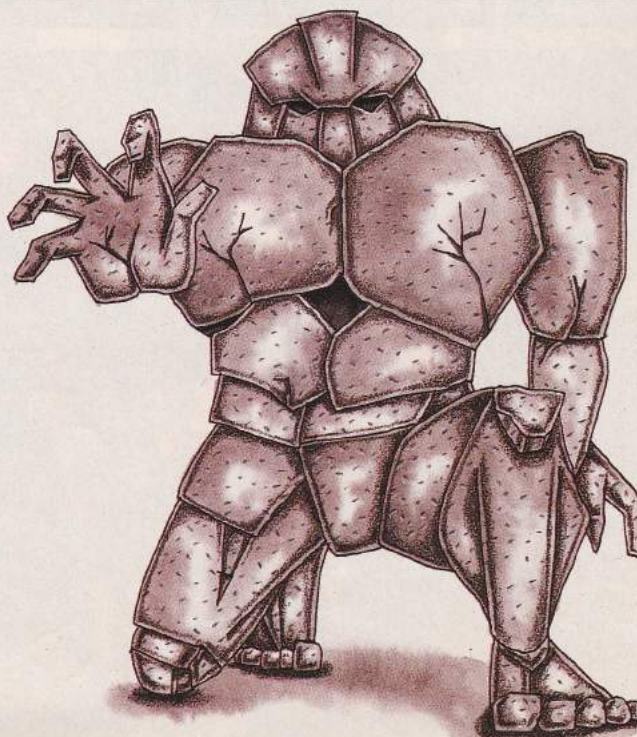


STONE GOLEM

A magical being assembled by the Dark King out of blocks of stone, which he loves to throw at his enemies. (Don't get hit by one of these, or you'll lose a lot of your Vitality.) Keep your Vitality levels as high as possible, and look out for Thunder, Confusion and Paralysis attacks.

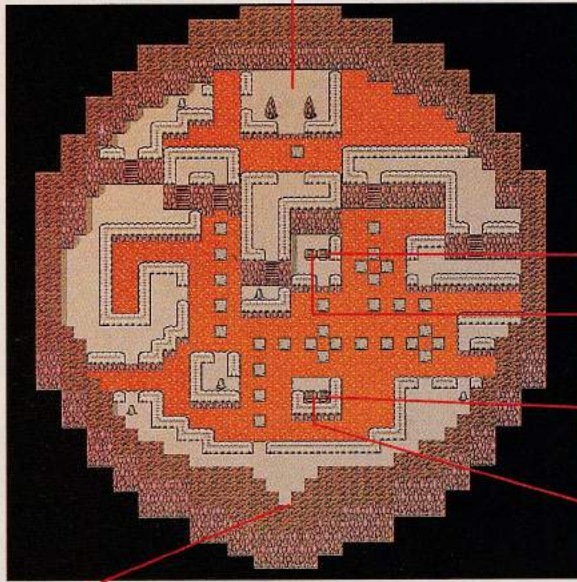


HP	Battle Strength	Defense Strength
10,000	5	98



5 F

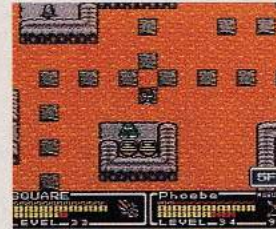
Twinhead Wyvern



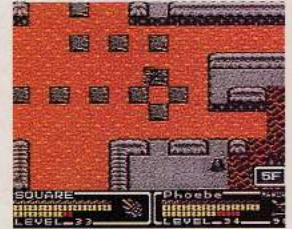
E

Jump across those stones.

At first glance, this floor seems like a breeze, but it is actually a pretty challenging maze. There is only one correct pathway that will let you clear this floor. The path leads you in somewhat of a circle, but at the end of it sits the Boss of the floor, the Twinhead Wyvern.



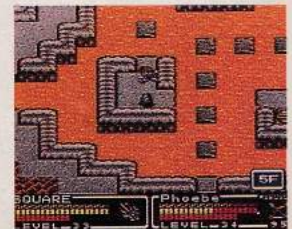
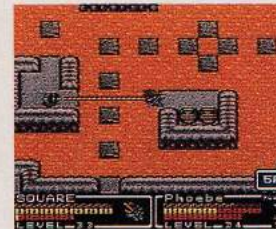
Can't go left here.



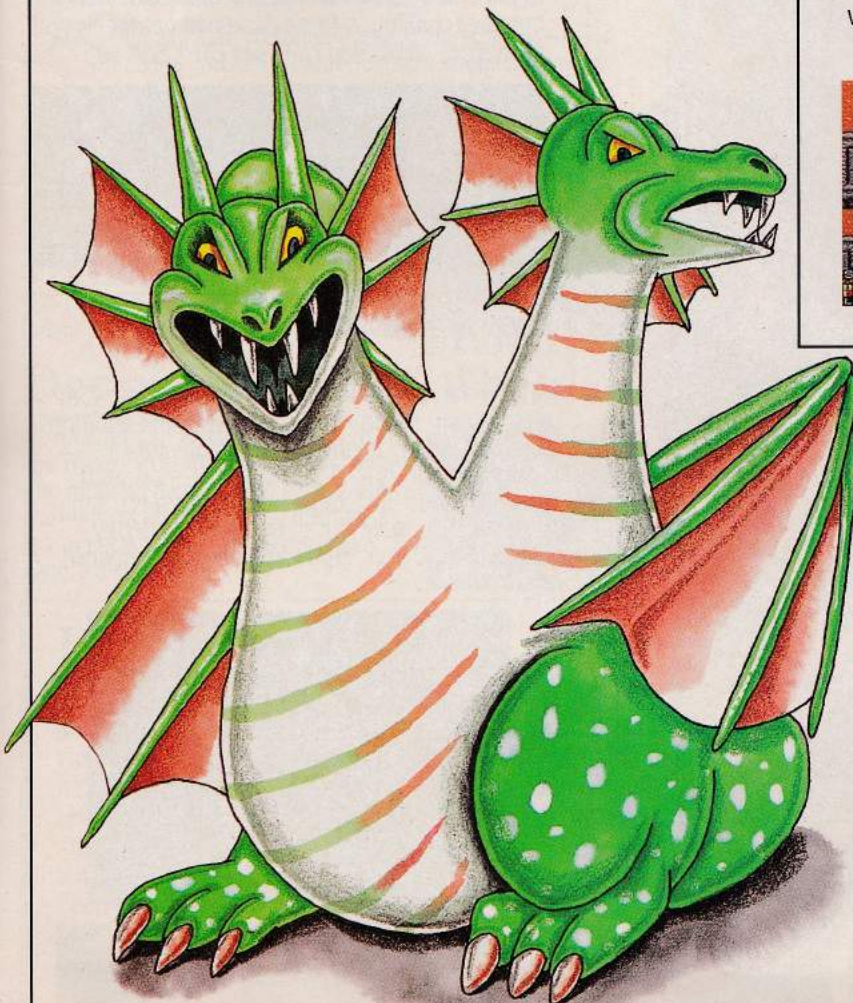
Jump wisely, and meet the Boss

Use the Dragon Claw

Just as on the 4 floor, there are many times when you have to use the Dragon Claw to continue here. Aim for the upraised lumps of earth, and press the A Button. You can jump over these, too. Oh, and don't worry about falling into the lava.



TWINHEAD WYVERN



Huge leathery wings, and two vicious-looking heads adorn this frightening looking beast. The Wyvern can attack with Fire, Paralyze and Poison breath attacks, and also has the ability to Petrify, and cast powerful Thunder Spells at an enemy.



HP	Battle Strength	Defense Strength
15,000	235	90

6 F

Zuh

Arrows

Cure
Potion

F

Be careful on the 6 floor

If you don't look where you are walking while making your way through the 6 floor maze, you can find yourself falling back down to the 5 floor. If this should happen, you'll have to find your way out of the 5 floor maze again, make your way back up the stairway to the 6 floor, and retrace your steps through the 6 floor again.



No fear of falling in the tunnels.

You'll have to make your way through several tunnels that cover the pathway on this floor. There are no trap-holes in these to make you fall to the 5 floor. The bad news is that there are monsters lurking in these darkened passageways! Who said, "What you can't see can't hurt you?"



ZUH

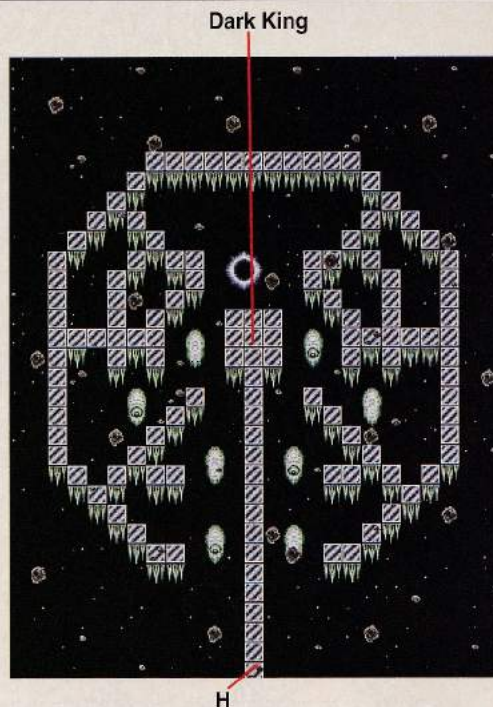
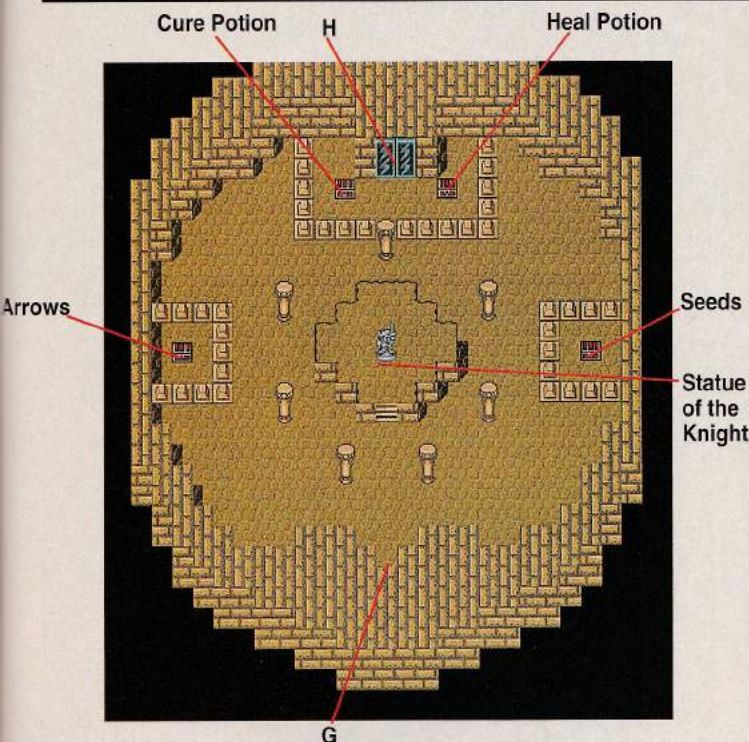
The older, and meaner, cousin of Pazuzu, Zuh attacks very much like Pazuzu, with the addition of a particularly deadly Doom Dance attack. Watch out for Zuh's Psych Shield—activated when he flaps his wings—which protects him from Spells. Keep out of the way of his Sky Attack, Pile Driver, Hurricane and other special attacks, too.



HP	Battle Strength	Defense Strength
20,000	240	95



DOOM CASTLE *(Map is a continuation from the Focus Tower Map)*



Statue of the Knight

After defeating Zuh, you and Phoebe make your way up the stairs. At the top you find a room holding a statue of a knight. You walk up to it and, wonder of wonders, it begins to talk to you. The statue is really a tool through which all the Crystals of the Earth can speak to people of the World. As a reward for saving the Crystals, these celestial entities decide to favor you with their power, which you will desperately need to defeat your final enemy.



Doorway to the final battle

After removing the contents from all the Treasure Chests around the statue, you must prepare yourself mentally for the battle to come. Beyond the door at the top of the screen waits the Dark King, evil incarnate.



DARK KING

The Dark King, the root of all evil in the World. He has been absorbing the light from the Crystals in order to fashion a dark, evil world upon which only monsters would live. As you battle the Dark King, he will transform into 4 different shapes. His battle tactics change depending on his form. Battle him relentlessly, keeping a sharp eye on your vitality levels. Topple him, and you'll relieve the suffering of the World's people. Gather your courage, and...CHARGE!

HP	Battle Strength	Defense Strength
40,000	50	120



In the days after the Great Battle with the Dark King, people the World over would stop whatever they were doing and utter a silent "thanks" to you and Phoebe. Nature slowly regained its normal patterns. Trees and shrubs began to flourish under gentle seasonal rains, and water that had been frozen just a few days before began to flow freely. Gentle breezes again rustle the flowers in gardens the World over.

You have helped defeat a beast of the purest evil, but now your real job begins. You must make sure the people of the World never forget that it is they who will keep the Dark King from ever returning. You must work to help usher in a new age of love and mutual respect. That is, when you return from just one last adventure...



The End


























GUIDE TO WEAPONS, ARMOR, SPELLS AND ITEMS






Below find an easy-to-use list of all the Items, Weapons, Armor and Magic found in the Mystic Quest™ World. In order to make your way through the adventure, you will absolutely need to















find certain things. Refer to the lists below to make sure you've found all necessary Scenario and other Items!

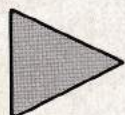
WEAPONS

Type	Name	Attack									Where to Find it	P
Swords	 Steel Sword	Single									Your original weapon	17
	 Knight Sword	"									Treasure Chest located on B1 floor of the Ice Pyramid	38
	 Excalibur	"									Treasure Chest located on 4 floor of Pazuzu's Tower	63
Axes	 Axe	"									Received from Kaeli in Level Forest	19
	 Battle Axe	"									Can be bought in Fireburg	44
	 Giant's Axe	"									Treasure Chest located in Alive Forest	55
Claws	 Cat Claw	"									Received from Phoebe in the Wintry Cave	30
	 Charm Claw	"									Treasure Chest located in the Mine	47
	 Dragon Claw	"									Received from Tristam in Spencer's Place	56
Bombs	 Bomb	"									Tristam will teach you to use them in the Falls Basin	21
	 Jumbo Bomb	All									Phoebe will teach you to use them in the	35
	 Mega Grenade	"									Someone in Fireburg will tell you how to use them	45
Other	 Ninja Stars	Single									Tristam comes equipped with these	20
	 Bow of Grace	"									This is Phoebe's prized weapon	-
	 Morning Star	"									A powerful ball and chain weapon which Reuben uses.	-













ARMOR

Type	Name	Defense Power									Where to find it	P
Helm	 Steel Helm	4									Can be bought in Aquaria	29
	 Moon Helm	9									Treasure Chest located in the Lava Dome	51
	 Apollo Helm	15									Treasure Chest located in Mount Gale	61

Type	Name	Defense Power										Where to find it	P
Armor	 Steel Armor	6										Equipped at the beginning of your quest	17
	 Noble Armor	12								●		Treasure Chest located on 4 floor of Ice Pyramid	37
	 Gaia's Armor	15					●		●			Treasure Chest located on B1 floor of Ice Pyramid	68
	 Relica Armor	15		●								Kaeli wears this armor	-
	 Black Robe	13	●									Tristam comes equipped with this robe	-
	 Mystic Robe	13										Phoebe wears this robe when you first meet her	-
	 Flame Armor	14										Reuben wears this armor	-
Shields	 Steel Shield	5										Treasure Chest located on 1 floor of the Bone Dungeon	21
	 Venus Shield	10			●							Treasure Chest located on 2 floor of the Focus Tower	40
	 Aegis Shield	14		●	●							Treasure Chest located on B1 floor of the Focus Tower	70
	 Ether Shield	12			●	●						Phoebe comes equipped with this Shield	-
Ornaments	 Charm	1										Won after clearing out Battlefield -2-	20
	 Magic Ring	3								●		Won after clearing out Battlefield -6-	28
	 Cupid Locket	6				●			●	●		This locket can be bought in Windia	60























SPELLS

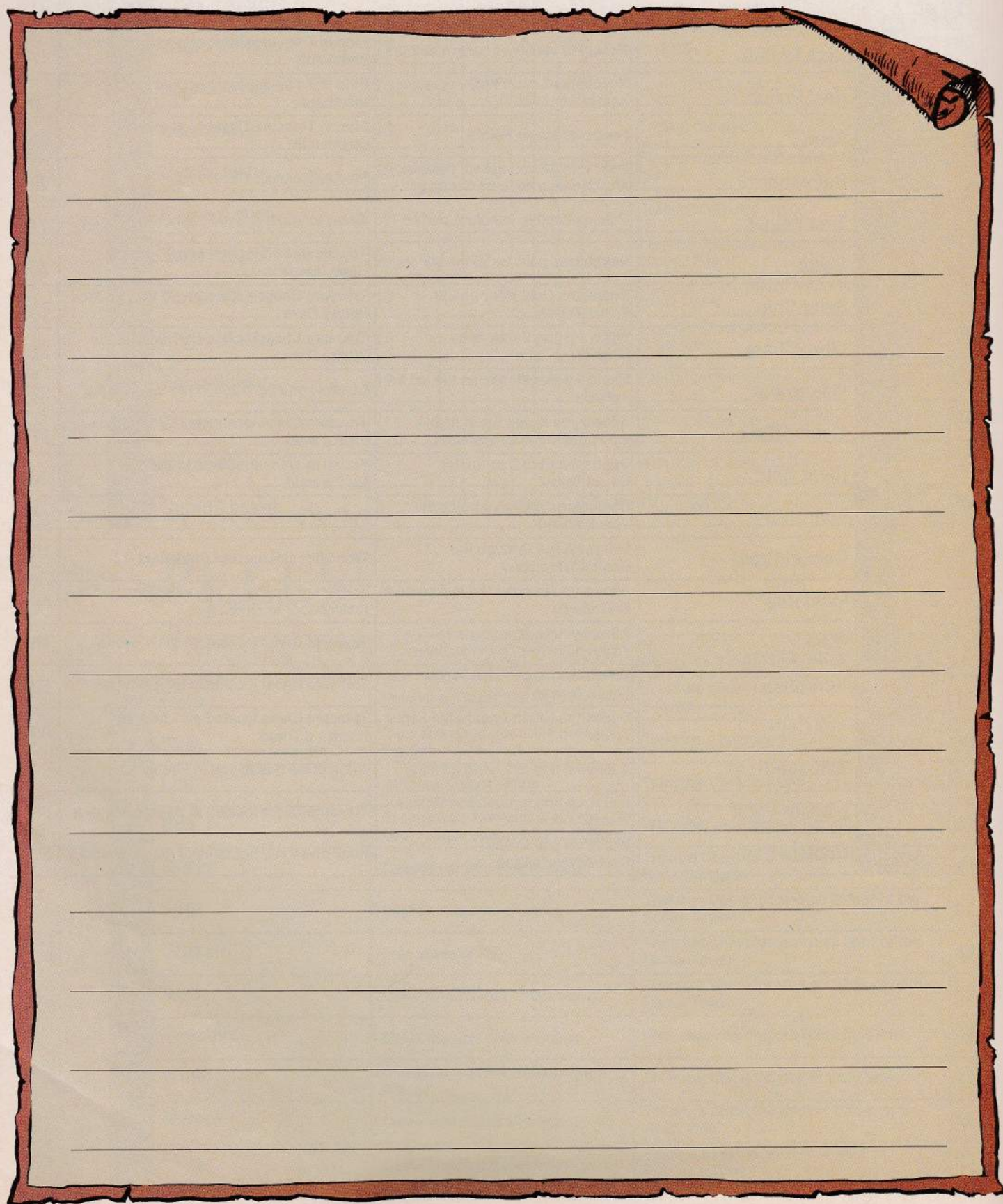
Type	Name	Effect	Where to find it	P
White Magic	 Cure	Recovers Vitality like Cure Potion	Treasure Chest located in a house in Foresta	18
	 Heal	Recovers conditions like Heal Potion	Treasure Chest located in the Falls Basin	35
	 Life	Reverse "Fatal" status	Treasure Chest located in the Lava Dome	52
	 Exit	Escape from dungeons, etc. In battle sends enemy into oblivion	Won after clearing out Battlefield - 10 -	39
Black Magic	 Quake	Causes earthquakes to occur	Treasure Chest located on B1 floor of the Bone Dungeon	23
	 Fire	Cast flames onto enemies	Treasure Chest located on 2 floor of the Focus Tower	27
	 Blizzard	Freezes enemies	Treasure Chest located on 2 floor of the Focus Tower	43
	 Aero	Casts tornado onto enemies	Treasure Chest located on B2 floor of the Focus Tower	52
Wizard Magic	 Thunder	Casts thunder onto enemies	Won after clearing out Battlefield - 16 -	45
	 White	Showers enemies with purifying energy	Treasure Chest located in the Volcano	49
	 Meteor	Casts meteors at enemies	Treasure Chest located on 2 floor of the Giant Tree	58
	 Flare	Casts flames onto enemies	Treasure Chest located on 6 floor of Pazuzu's Tower	63



ITEMS

Type	Name	Effect	Where to find it	P
Common Items	 Cure Potion	Recovers vitality of party members	Find in Treasure Chest or purchase from merchants	17
	 Heal Potion	Recovers all conditions, poisons, petrify, etc.	Find in Treasure Chest or purchase from merchants	19
	 Seed	Recovers Magic Points	Find in Treasure Chest or purchase from merchants	23
	 Refresher	Recovers Status: speed, defense, etc. Can only be used during battle.	Find in Treasure Chest	29
Scenario Items	 Tree Wither	Causes Kaeli to join your party	Given to you by an old man in Level Forest	17
	 Elixir	Neutralizes poisons of the Minotaur	Tristam finds it for you in the Bone Dungeon	23
	 Sand Coin	Opens the Gold Door on the Focus Tower	Treasure Chest located on B2 floor of the Wintry Cave	23
	 Libra Chest	Will warp you through the Libra Warp Zone	Treasure Chest located on 3 floor of the Wintry Cave	32
	 Wakewater	Magical water that melts the ice in Aquaria	Given to you by White in the Life Temple	33
	 Magic Mirror	Allows you to see the invisible monsters in the Ice Pyramid	Treasure Chest located on 1 floor of the Ice Pyramid	37
	 River Coin	Opens the Blue Door in the Focus Tower	Found in Treasure Chest in the Ice Pyramid	38
	 Venus Key	Opens the Chest that holds the Venus Shield	Spencer gives this key to you at his place	39
	 Gemini Crest	Will warp you through the Gemini Warp Zone	Won after clearing out Battlefield -13-	43
	 Multi Key	Allows you to enter the locked door in Fireburg	Tristam gives this to you when you find a locked door in Fireburg	44
	 Mask	Allows you to see monsters through the gas on the volcano	Treasure Chest located on the Volcano	49
	 Sun Coin	Opens the Purple Door in the Focus Tower	Treasure Chest located in the Lava Dome	52
	 Sky Coin	Opens the Green Door in the Focus Tower	Treasure Chest located on 7 floor of Pazuzu's Tower	64
	 Thunder Rock	A mineral that has great powers	Arion gives this to you in Fireburg	64
	 Mobius Crest	Will warp you through the Mobius Warp Zone	Treasure Chest located in Spencer's Place	66
	 Captain Cap	Will allow you to sail Captain Mac's Ship	Kaeli gives you her father's cap in Windia	67

NOTES



FINAL FANTASY
MYSTIC QUEST



